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What is Void 1.1

You have all seen the science fiction films that are around where heroes battle against corrupt mega-corporations, aliens and evil empires and the robots of the future threaten the very existence of mankind.

Well Void 1.1 is a tabletop game, played with miniatures, that allows you to create similar conflicts

to those that you have seen in your favourite sci-fi films.

In the Void 1.1 universe there are heroes and villains, aliens and robots. i-Kore produces a large range of miniatures and models for the Void 1.1 universe for you to collect and paint. The idea is that you collect these miniatures play the game. The Void 1.1 game is easily

understandable and allows you to play fast fun games with your friends in a couple of hours.

Not only will you have a great time playing the game but you'll have endless hours of enjoyment deciding what figures to buy, what forces to build and how you will paint them.

Currently there are five different armies to choose from and more will follow soon. These are the Viridians, Junkers, Syntha, VASA and the Koralon.

The Viridians are run by a global corporate democracy, with its citizens as shareholders of all the various corporations that form the Viridian Assembly.

Their armies comprise of commandoes, power armoured troopers and platform mounted weapons carried on the backs of monstrous lizards. They favour ranged weapons and try to defeat the enemy at a distance since casualties in war lose votes in the assembly, however, the gargantuan lizards are fearsome in close combat, slashing and rending their victims with their cruel sharp claws.

The Senate on Ironglass oversees the harsh militaristic Junker society, where life is cheap and invariably short. Their armies consist of large legions of convict legionaries equipped with crude but robust weaponry. A shortage of effective ranged weapons makes it imperative that the legionaries close with their enemies on the battlefield before sustaining too many causalities. Quad bikes and buggies support these troops, however, Junker armies rely on sheer numbers to win the day.

Syntha society is known as the "collective" and all aspects of life within it are controlled and monitored by the Prime Central Al located in the heart of the Prime planetoid. The Syntha are a highly trained, well-equipped army utilising cyborgs and enhanced humans supported by grav-tanks and robotic weapon platforms. They are the consummate ranged combat army, however, due to their programming they can be inflexible and easily out manoeuvred.

VASA are the policing body that guard the grav-wells throughout Pan-Humanic space. They are the typical elite forces army, utilising jump troopers and the mysterious Void Knights, disciples of the Meta Temples. They like to get in fast where they can bring to bear their unrivalled close combat weaponry. However, it is a small and fragile army so you have to be careful.

The Koralon are the aliens, these are serpent like creatures and they are supported by large numbers of hybrid humans. These are unfortunate captives that have been mutated into hideous fighting machines by the aliens. It is a very adaptable army that can change to suit the conditions with good close combat troopers and useful "gravitic" technologies for ranged combat.

There are separate Force books for each of these armies with more detailed information on their background as well as comprehensive army lists for you to build their armies. Additionally there are painting and terrain guides in these books with hints and tips on how to get the best from your army.

As well as this we have our magazine Battle with Miniatures, there are online versions as well as printed compendium issues that will be on hand to give you hints and tips on all aspects of the hobby.

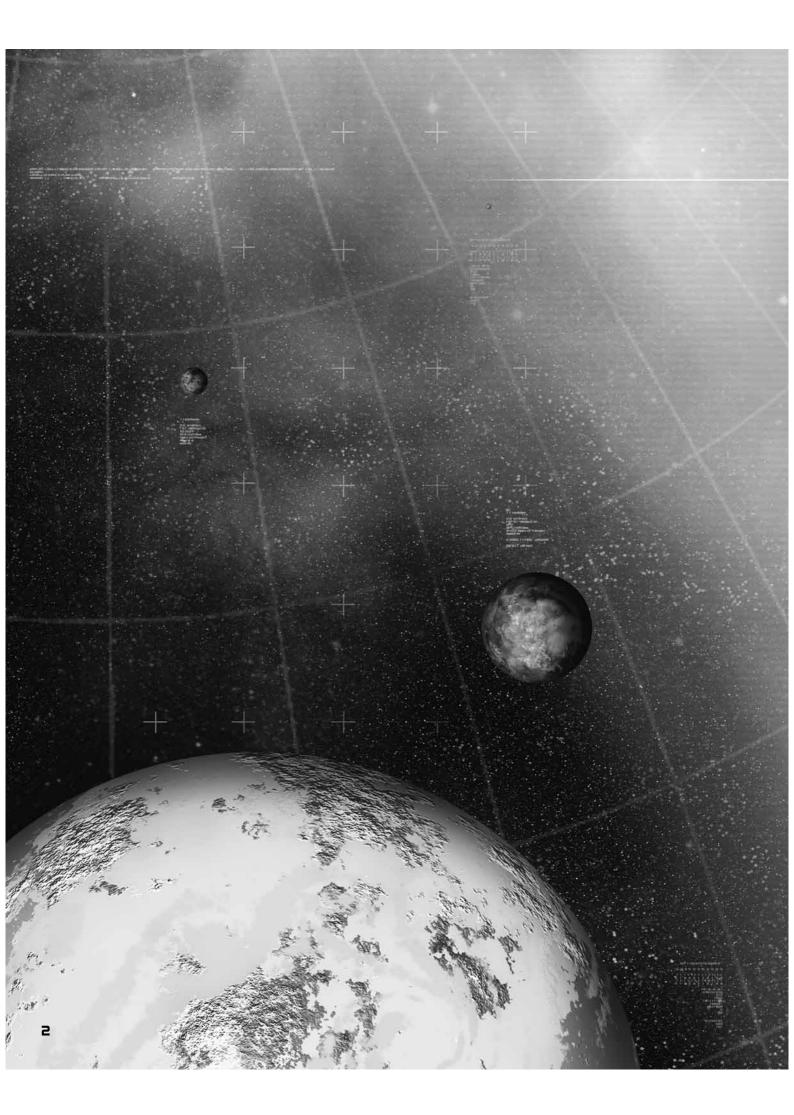
So go on, build an army and fight on the battlefields of Void 1.1. Have fun.











Sec-Net Bulletin Synform Monitor Locus 01.28.28 Intercept

The following databundle was simultaneously delivered to all major media outlets, academic and research institutions, and public information receptacles, as well as privately sent to over four-thousand influential persons including planetary governors and elected officials, major shareholders in key corporations, industrial magnates, scholars and critics, and certain vocal holo-celebrities.

As the last survivor of the Blue Eden expedition it falls on me to make our story public; enclosed within this databundle are my personal logs, those marked 'Dr. Avery Valverde S.A.', in addition to the logs of twelve other mission scientists, as well as over seventeen hours of footage of the deadly fauna we encountered.

Blue Eden was a third stage project, initiated on a large scale but in extreme haste. Out of twenty prospective worlds in Rim Sector 52 only one was immediately habitable and it was to serve as a springboard for the colonisation of the entire region. Unknown to my team safety and surveillance protocols had been severely curtailed in the mad rush to get surveyors on the ground. Soon there were hundreds of us in widely dispersed groups; almost wholly ignorant of our surroundings and even lacking accurate data on the warm, still oceans that comprised eighty percent of the world's surface.

At first it certainly seemed as if the relaxed protocols and double-deal-

ing, the greased palms at the VASA Interplanetary Commission Viridian Assembly, were yielding handsome returns. And our glowing reports only made things worse: the potential of the rich biosphere promised amazing discoveries and blinded us to its dangers. Soon xenobiologists were recklessly exploring the unusual archipelagos, the dominant landform on that ocean world, in direct competition with one another. Such poor coordination meant it was months before we realised the sinister extent of our predicament; that people were disappearing by the dozens.

Those of us who did suspect the worst were dismissed as alarmists; that is until the entire staff of Antilles base went missing. The mission under Captain Brahe sent to investigate likewise vanished, leaving only the telltale of weapons fire and blast damage around their abandoned site. Clono base on the great south island then went silent, and no expedition had been seen or heard from in weeks. Of the several hundred men and women actively investigating the planet, only the six of us at the upland weather station remained in contact with our orbital monitors

That's when they came for us. After six days absence Patterson and Gabe washed up on the surf, alive and overgrown with the curious coral-like substance that comprised the thousands of overgrown islands of that cursed place. We tended to them while

we made plans to evacuate. Rapidly the infection spread through our team, and soon Gabe began to act psychotic. I've enclosed the recording of those last moments there before my flight, which will clearly show what I lack the words to describe, as well as the cursory analysis we ran on the coraline, as it's now known. In the end, those who survived exposure to it could no longer be described as human: killing them was a kindness.

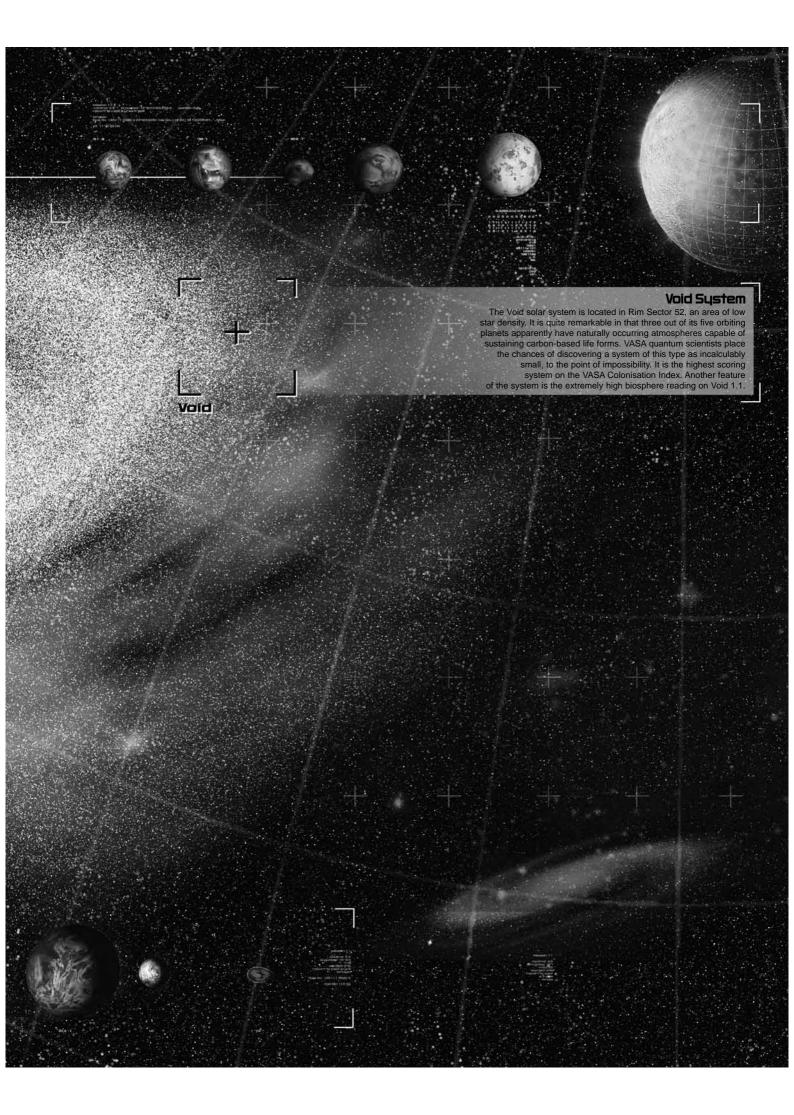
The details of my escape on the utility scow are all in the logs, including the most frightening aspect of my encounter. Post situational analysis of the supply vessel's scans by experienced fleet officers confirms that the objects I detected minutes before shunting from the system are indeed vessels of some kind, vessels which manoeuvre at g's impossible for a human ship to sustain. What at first seemed a lethal biosphere on a dangerous world I am now convinced represents the deliberate actions of a non-human sentience. We are not alone.

Too many have died for this information, and billions more are threatened by its suppression. We must never forget the disaster of Blue Eden, we cannot forget that cursed world or it will mean our extinction.

The name of this planet is Void 1.1,

and its legacy is yet unwritten....

The Draconis Alba Galaxy Viridia-Solaris Viridia-Solaris/Leviathan Binary System The Viridia Solaris/Leviathan binary system is a twin star system consisting of the main sequence yellow star Viridia Solaris and the long dead black dwarf Leviathan and their The binary system was formed 5.5 billion years ago when the immense gravity field exerted by Leviathan captured the young Viridia Solaris system.











Rookies fresh out of boot camp that achieve a high combat rating are drafted into the Commandos. There they undergo specialist jungle training equipping them for combat in the verdant Viridian colonies where flamethrower and chain gun support weapons give them a distinct advantage over their enemies.

Viridian Commando Flamethrower



Assault Teratosynths are close combat shock troops that have been engineered to effectively and efficiently deal with enemy armour systems. Their tesla claws supported by hydraulic endo-skeletons are capable of shearing through most modern shielding. Prometheus 6 plasma projectors provide the support weapons for these "synths" and although they have an extremely short range, they are deadly accurate.





Prologue

In the centuries since humans made their first manned space flights around the homeworld of Viridia in the Viridia Solaris-Leviathan binary star system, they have spread like a blizzard across the galaxy. Using advanced gravitic technologies to create temporary wormholes, faster than light travel was long ago made a reality. This combined with cold fusion atmosphere processing and probiotic terraforming techniques has allowed humans to thrive on all manner of worlds. Since the very beginning this glorious age of expansion and quest has been conducted under the guidance of VASA, the Viridian Aeronautics and Space Agency. VASA has overseen the colonisation of three worlds within the Viridian system- planets that along with Viridia itself have come be known as the homeworlds. Fertile Viridia remains home to prosperous traders and explorers the Viridians.

Ironglass is a large desert planet honeycombed with tunnels and caverns, and is the homeworld of the rough and ready Junkers with their convict legions and industrial labour camps. Prime is a black, barren teardrop shaped planetoid on the outermost orbit of the twin system and is homeworld to the cyborgs and Als known as Syntha. Finally Vacillus, an ice planet orbiting the dead star Leviathan, is the headquarters of VASA.

Space travel brought solutions to many of the problems that faced earthbound humanity- overcrowding, lack of resources, etc- yet despite this people persist in fighting one another. In fact space travel created a whole new raft of reasons for going to war. Trouble started when the initial colonies settled within the Viridian system demanded independence from the homeworld. First the Syntha of Prime, then the Junkers of Ironglass won their

independence from the Viridian Assembly by waging war. This broke up the system into three very different societies. The Viridians continue to run their world as a capitalist-based democracy. The Junkers fare less well under their harsh, militaristic regime where human life is often brutal, ugly and short. Finally the Syntha practice a form of collective technocracy that is underpinned by the idea of improving humans through cyber technology.

In order to keep the peace, these incompatible neighbours have formed between them the Tripartite Confederacy, which is overseen by independent VASA from its home base on Vacillus. This arrangement ensures that the homeworlds' interests are kept satisfied and that they have a forum for thrashing out their differences diplomatically. Outside of the Viridian system however, things get less civilised.

There are thousands of colonies beyond the homeworlds, most of which belong to Viridia, Ironglass or Prime (though there are growing numbers of independents), and on these worlds differences of opinion can quickly escalate into something considerably uglier. As the Confederacy worlds each greedily try to give their empire the edge over the others, tensions mount and sporadic wars break out. Publicly the homeworlds always distance themselves from these conflagrations, passionately denouncing the violence.

However, when one scratches away the veneer of propaganda, one almost always finds Confederacy arms and troops involved. The galaxy is never free from bloodshed. Somewhere in the vastness of space there is always a war being fought. The military-industrial complex never sleeps; never dies.

In their long history of colonising the galaxy humans have encoun-

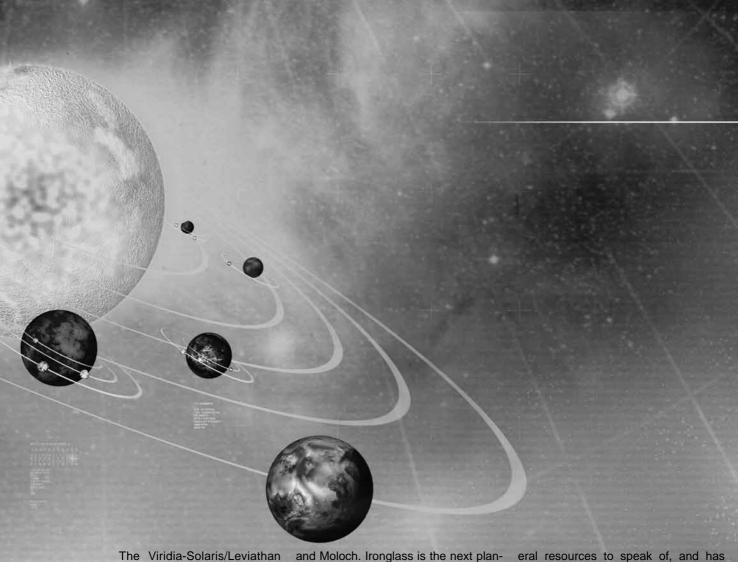
tered many alien species, none of which have posed any significant threat, since they have always been just plants or animals. Until recently that is, when new colonies at the farthermost reaches of human space made contact with the Koralon.

Koralon are a space faring race of serpent-like amphibians who are masters of a unique form of biotechnology, which revolves around their relationship with a parasite that lives on their bodies. Without the parasite they would be marine invertebrates, unable to support their large, soft bodies on land. The microscopic parasites create deposits of an incredibly tough mineral inside the Koralon and the aliens have learned to control the formation of this to make themselves skeletons, armour weapons. The material also has some bizarre conductive properties and when alloyed with neutronium, forms the basis for their space travel and weapon energy technologies. Encounters with the Koralon have resulted in a war that has raged since first contact was made. The humans initially came worst off and many colonies have fallen to the aliens, forcing VASA to pull back from the galactic rim and consolidate the defences of the central colonies. Since then a stalemate has ensued with many of the Rimworlds acting as no-mans land between the two species.

The current state of play has VASA becoming more strident in its demands for military support from the homeworlds and colonies to see off the alien threat. What remains to be seen is whether the rest of humanity can put aside their differences for long enough to act against a threat that could destroy them all; or whether their petty squabbling and divisiveness will mark the end of human civilisation?







The Viridia-Solaris/Leviathan binary system is a binary star system. The first star, Viridia Solaris, is a medium sized, bright yellow main sequence star that is just entering stellar middle age. Viridia Solaris has five planets orbiting it, on two of which life has evolved. With the exception of one planet, all of these worlds have perfectly perpendicular planes of rotation around Viridia Solaris, indicating that the system has always been free from cosmic impacts.

Closest to the sun is tiny Lucifer and it is the exception to rule of the other worlds, in that its plane of rotation is almost perfectly aligned with its orbit. Lucifer is a spherical hunk of glistening, metallic ferment and has no atmosphere to protect it from the extreme heat of Viridia Solaris. As a consequence its predominantly tin and copper composition melts into a bronze like alloy. Even on the night side of the planet- exposed as it is to the freezing vacuum of space- there are molten seas of this substance.

Lucifer has two moons, Chort

and Moloch. Ironglass is the next planet out from the star, and is a large, honeycombed planet composed mainly of silicates. Ironglass has microscopic indigenous life on it, though its ecosystem is severely circumscribed by harsh environmental conditions. Ironglass has one moon, called Vectis.

The third planet is Viridiawhere it all began for human life. Viridia is a blue-green planet with an ancient and highly diverse biosphere. The world is lush and sweltering in a wide band around the equator, with the environment becoming more arid towards the poles. Viridia has two moons, Hecate and Baphomet.

Fourth from Viridia Solaris is Xanth, a smallish, pale blue gas giant whose surface is composed chiefly of frozen methane beneath a dense atmosphere of hydrogen, helium and methane. Xanth has three moons, Clotho, Lachesis and Atropos.

The last planet making up the Viridia Solaris subsystem is Imryl, a smooth, grey globe of barren rock not much bigger than Lucifer. It has no min-

eral resources to speak of, and has never been colonised since it is of neither commercial nor strategic value. Imryl has no moons.

Leviathan, the second star in the binary system is a dark body- a tiny, super dense star that died a very long time ago and is about 1/100th the size of Viridia Solaris. Leviathan holds two planets within the incredibly potent gravity field that it exerts on surrounding space, both of which are barren rocks. Whether either of these worlds ever supported its own life is a source of futile speculation, for if such life had existed it would have been eradicated billions of years ago by Leviathan's death throes.

Closest to Leviathan is Vacillus, a frozen, flinty planet about the same size and mass as Viridia. Vacillus has been chosen as the headquarters of VASA because it is the nearest object in space to the strategic goldmine that is the Leviathan Gravwell. Vacillus has one moon, Kothon, which VASA has adopted as the main dockyard for its massive starfleet.

Viridia-Solaris/Leviathan Binary System

Urukh orbits some distance from Leviathan and is composed mainly of metals- predominantly iron and copper. Copper deposits reacting with gases in the thin atmosphere give the planet its characteristic mottled green hue. Five moons orbit Urukh, and they are Hobbe, Barghest, Kobold, Sidh, and Fomorian.

Perhaps the strangest object in the system is Prime, a teardrop-shaped planetoid that orbits the whole system in a great ellipse. Prime is composed chiefly of a vitrified, obsidian like silicate that has some very unusual properties and is found nowhere else in explored space. It is a cold, airless place and life can only be sustained in subterranean chambers hollowed out by settlers, or in sealed installations on the surface. Despite these difficulties,

Prime's abundance of rare and unique mineral resources makes it a very desirable world indeed.

The binary system attained

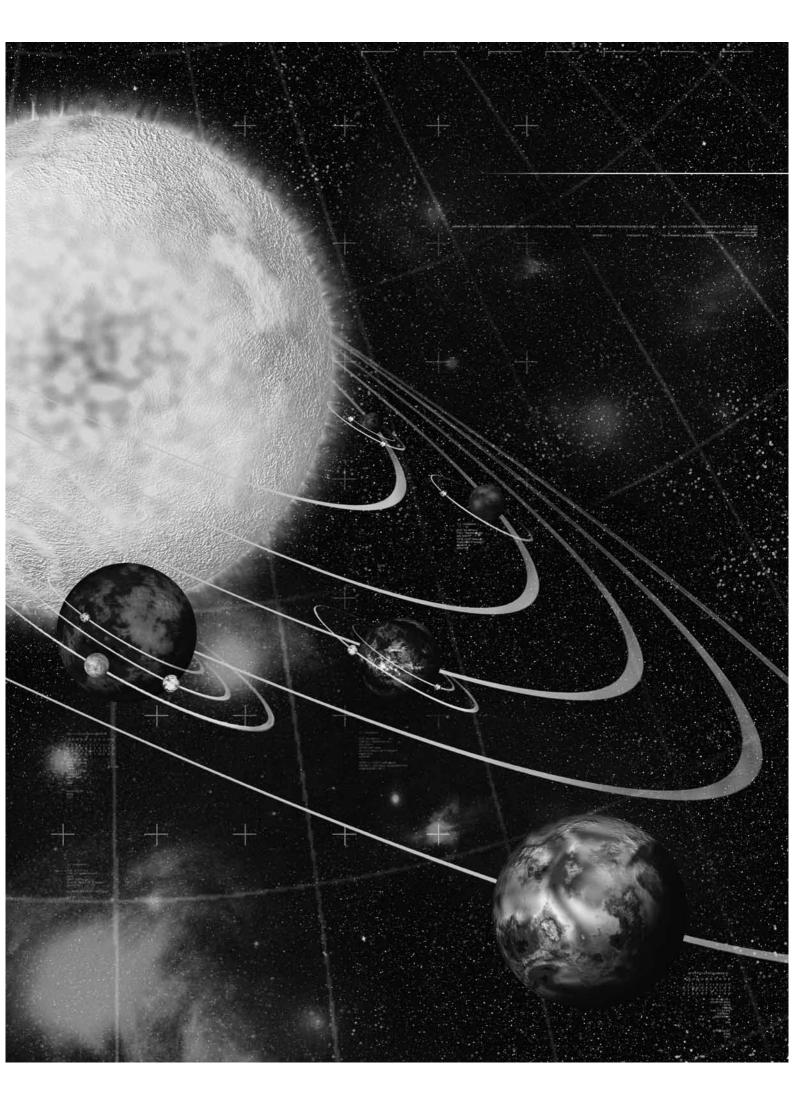
its present state billions of years in antiquity, and in the beginning there were two separate systems. Whilst the Viridia system was young and its planets were still forming, it was captured by Leviathan, a massive red giant in stellar old age at the time. Leviathan shed its outer shell, scouring and irradiating its own two planets, Vacillus and Urukh, to shrink and become a white dwarf. It is surmised now that this event was responsible for the creation of Prime, which was forming as the outermost planet of the Viridia system at the time. The massive tidal forces of the two stars coming so near one another tore Prime's accretion disc from its natural orbit, deforming it and vitrifying the developing planet in the process.

There are four inhabited worlds in the binary system. Viridia was the world where humans first evolved, and from there they moved out to settle the other colonies. Since that time various wars have been

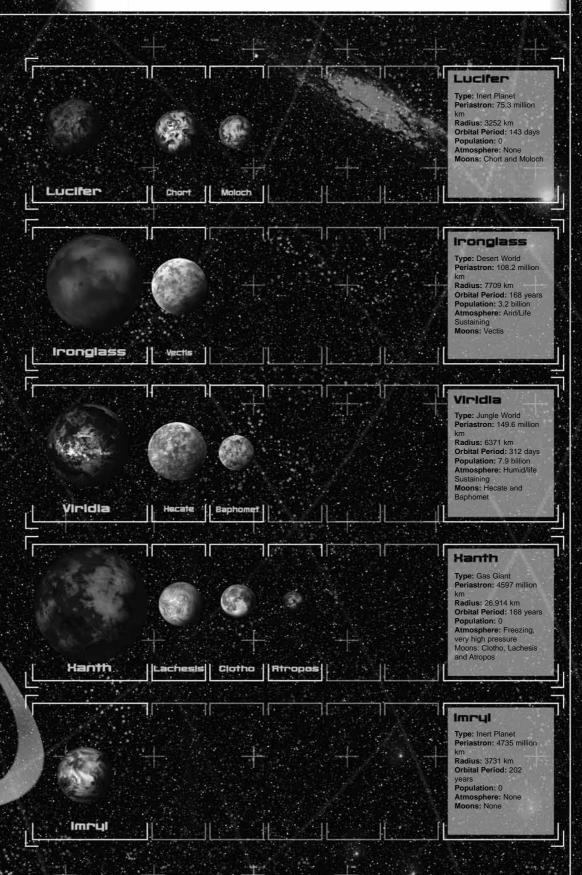
fought and three independent states have emerged. The original Viridians are of course on their home world, and have a sort of corporate democracy for their society. The first planet colonised from Viridia was Ironglass, which became used as a penal labour camp for convicts. Since that time Ironglass has won its independence from Viridia. The convict's descendants are called Junkers, and maintain a harsh, despotic and technologically disadvantaged society. Prime was the third world colonised as humanity struck farther out into space.

It is the home of the Syntha, a technocratic elite that believes in improving humans through the use of cyber technologies. Finally Vacillus was colonised by VASA, the independent organisation that binds these disparate worlds and all of their colonies together in a loose federation-the Tripartite Confederacy.

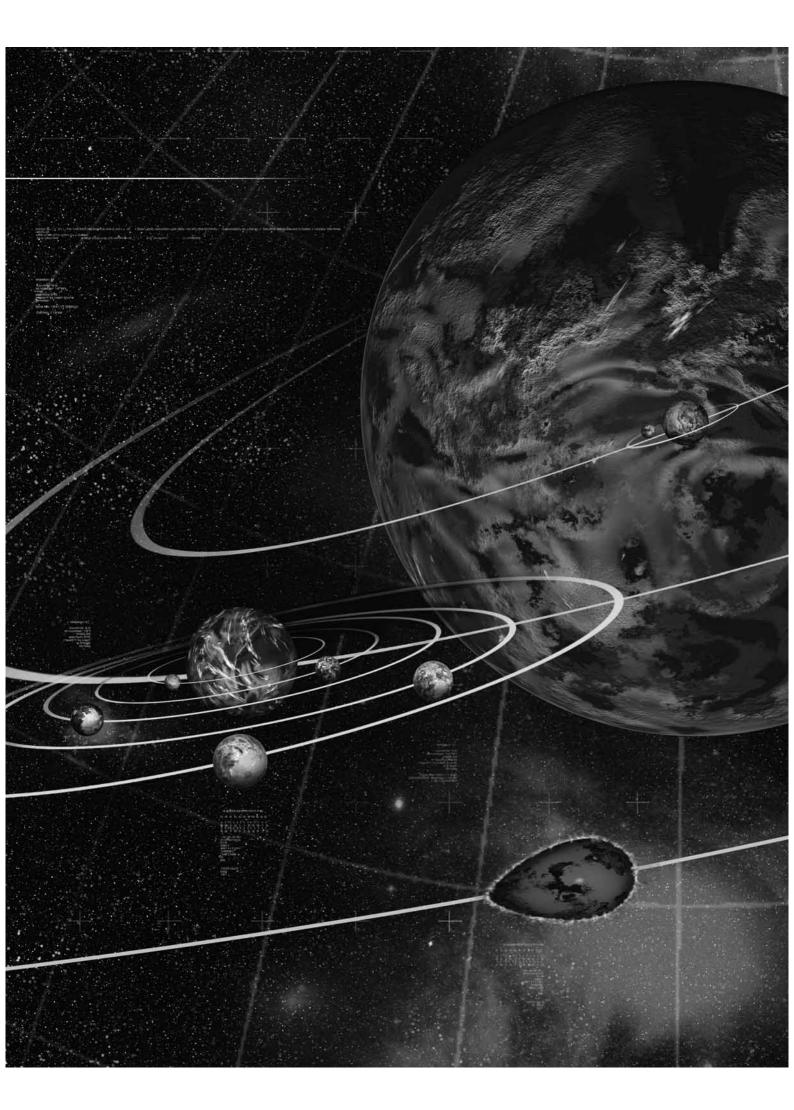




Viridia-Solaris/Leviathan Binary System



Viridia-Solaris/Leviathan Binary System Leviathan Type: Dead Star Grav-Well Class: Black Dwarf Gate Magnitude: 8.3 Radius: 57,654 km Mass: 2.66e31 kg Atmosphere: Thin Gas & Dust Cloud Levlathan Vacilius Periastron: 112 million km Radius: 6673 km Orbital Period: 196 days Population: 13.5 billion Atmosphere: Processed Moons: Kothon | Hothon VacIIIus Urukh Type: Dead Planet Periastron: 379 million km Radius: 6021 km Orbital Period: 367 days Population: 0 Atmosphere: Corrosive Moons: Hobbe, Barghest, Kobol, Sidh and Fomorian Hobol Barghest Hobbe Uruhh Prime Type: Planetoid-unique mineral resource site Periastron: 6338 million Volume: 1.57e15 m3 Orbital Period: 323 Population: 3.6 billion Atmosphere: Sealed Prime





Sec-Net Bulletin. Gate 1,543/Region C3-04:45:12hrs

Identity of mysterious interstellar body confirmed as Syntha Nomad Colony of Priegious Delta, last seen one hundred and eighty three years ago in neighbouring Reichtfonn system. Analysis indicates object began deceleration forty-seven years ago and has made minor course corrections in order to intercept the orbit of the Blenka IX. Probe dispatched to query intent. This incident must be met with extreme caution, after more than a century in deep space we cannot be sure what we will find or how it will react.

-from Academician N.M. Dirac's address to the Interdisciplinary Council for Space Exploration, Karas



VIRIDIA

Viridia is the third planet from Viridia Solaris and is a rocky sphere, perceptibly flattened at the poles. It is made up of three distinct layers- a thin volcanic crust, a liquid rock mantle and a molten iron/nickel core. Viridia's crust consists of two tectonic plates, one covering the northern and one the southern hemisphere. Since the planet cooled and the crust formed these plates have crept apart, throwing up a line of volcanoes and high mountains around the equator. Over hundreds of millions of years they have forced back the oceans that once covered the whole planet. Now, as a result of this constant geological action, the only seas on Viridia are near the poles. Viridia gets its name from the wide belt of lush rainforest, which forms a virtually unbroken line around the planet's equator. The tropics give way to more temperate regions further out from the equator, and eventually the bleak ice deserts at the poles. There is an abundance of animal and plant life on Viridia, particularly in the tangled equatorial jungles where the largest organisms (apart from trees) are numerous species of giant saurians. Life even exists in the terrible cold of the polar seas and on the ice caps themselves, where fish and welladapted mammals and birds eke out a marginal existence.

Human civilisation began on Viridia when the distant ancestors of the Tripartite Confederacy founded the cities of Karas, "the Golden", and Myrhin in the fertile Southern Valleys. Nowadays the planet is governed from its capital city, Karas, by a global corporate democracy known as the Viridian Assembly. All Viridian citizens are shareholders of the various corporations that form the Viridian Assembly, and they can use their influence to select or deselect which company directors sit on the Assembly's Board. It is this board of

directors that make policy on Viridia and appoint representatives to VASA. Viridians are probably the most involved members of VASA and are certainly not averse to using their majority in the administration to further their own military-industrial complex. In the name of pluralism there are regular elections for the board of directors, though these only take place every five years. Under extraordinary circumstances it is possible for citizens to request a vote of no confidence in board members if they feel that there are sufficient grounds for doing do so. Viridian colonies appoint their own governors using a simplified model of the same system. They operate under a devolved system of government, in which the colony is subject to core policies determined by the Viridian executive, though they can make their own policies to cope with local affairs. There are a few ethnic reservations and hill tribes in the wilder parts of the northern hemisphere that represent a throwback to pre-globalisation times on Viridia. They refuse to recognise the Viridian Assembly and live by ancient pastoral means. Viridia is immensely proud of these relics and despite their hostility to the corporate government, it preserves them as a sort of living anthropological treasure.

Communications, logistics and agriculture drive the Viridian economy and account for the majority of its research and development spending. Although there is always plenty of cross-fertilisation of ideas between the core worlds of the Tripartite Confederacy through trade, espionage, and membership of VASA, each of the worlds excels in certain areas; and IT and trade are Viridia's strongest points. Because Viridia has such a fertile biosphere it has distinct advantages over Ironglass and Prime when it comes to farming and less of

this world's financial reserve needs to be spent on trade or biotech solutions to feed its population. Traditionally Viridia has fostered the cutting edge of space travel, and the need for maintaining channels of communication that goes along with this has led to the Viridians developing many clever new technologies such as subether carrier waves and quantum relay probes. Viridians invented the plasma drives that are still used on all spacecraft as the primary propulsion system (as well as for a variety of other energy needs) and they pioneered grav-shunting.

The Viridian military are on the whole well trained and equipped, which is true of Viridian garrisons throughout the galaxy. Each settlement is responsible for raising and maintaining its own security forces in accordance with Viridian Assembly directives, and providing the troops there with standardised equipment and training. Special forces are raised on colonies suitable for the work they are required to do, and can be conveyed to where they are required at a moment's notice. War is a politically sensitive matter where the Viridians are concerned though. In the wondrous hindsight following certain disastrous historical campaigns that it is not polite to mention to a Viridian, the Viridian Assembly is prepared to throw inordinate amounts of money at ensuring human casualties remain at a minimum when they go to battle. Consequently the Viridians are masters of long-range logistics and fast, efficient battlefield support. Forces can usually be deployed or extracted quickly, and with the minimum of confusion.





Beneath the Walls

A dropship's engine makes the faintest purr; its motions, what you feel while you're holed up in its belly. are gentle and reassuring. Enough to rock you to sleep if the hollow vacuum of your stomach and cold sweat on your forehead wasn't there to remind you just where you were going and what you were doing in that ugly slab of a ship anyway. You never loose that feeling, never, though with experience you learn to leave it in the ship where it belongs; its just your body's way of making it perfectly clear that it expects you keep it in one piece. Only fools confuse healthy anxiety with fear.

So the Junks were up to no good, as usual, and its nobody's job but ours to set things right. Only its not Ironglass we're locking horns with, we haven't warred with our good neighbours since the Secession Wars and I doubt we'll be starting any time soon. Like all engagements this was a colonial affair, limited, local, very controlled. Scratch the surface though and you'll find a Tripartite power and a Tripartite war, the same war we've been fighting since the days of exploration. It's a big lie, of course, but it's a lie that keeps us from exterminating each other and, in the end, humanity itself. A good lie if you ask me.

And who am I? Sergeant Lev Curzon, Drop Trooper, 222nd Mixed Infantry Division, Viridian Armed Forces. I jump from ships flying too fast and too low over a combat zone wearing three-fourths of my body's weight in armour and equipment and loving every second of it. We're Interdicts, power armoured, shielded, and equipped for the up close and personal fire fight. A handful of us can cause a serious headache for enemy command and control once we get behind their lines, which is what we're trained to do. But in this particular instance, at Dae Cuolma, that's not what happened at all.

We got word of it on the ship of all places, turns out the decision was made by some bright-eyed boy back at base camp after we'd already got airborne. Our whole platoon was outbound, four squads with widely spread objectives, then the order came for all of us to converge and

bale on one spot. And what a spot it was: right smack beneath the walls of Cuol City, in the very thick of it. Looking down on Junker Town was all the convincing I needed that the universe bore me a grudge: there had to be five thousand angry red ants down there swarming out onto the plain.

Grav-chutes aren't like parachutes at all; you drop like a stone and hit like a sponge. Whatever fire we took on the way down was wildly off the mark, and we landed with good cohesion. Right in the face of a mob of tattooed madmen that came howling straight for us, swinging swords of all things! We made short work of them but I'd be lying if I said they didn't faze us a bit, and hot on their heels were hordes of the one-eyes. Legionaries are a mad bunch, there's no other word for it: some too terrified to shoot and others wanting to die so bad they bowl right into you swinging and spitting. The worst though are the ones that wouldn't trade that spike for the world, the true believers, the guys that love the life, the legion and the fight.

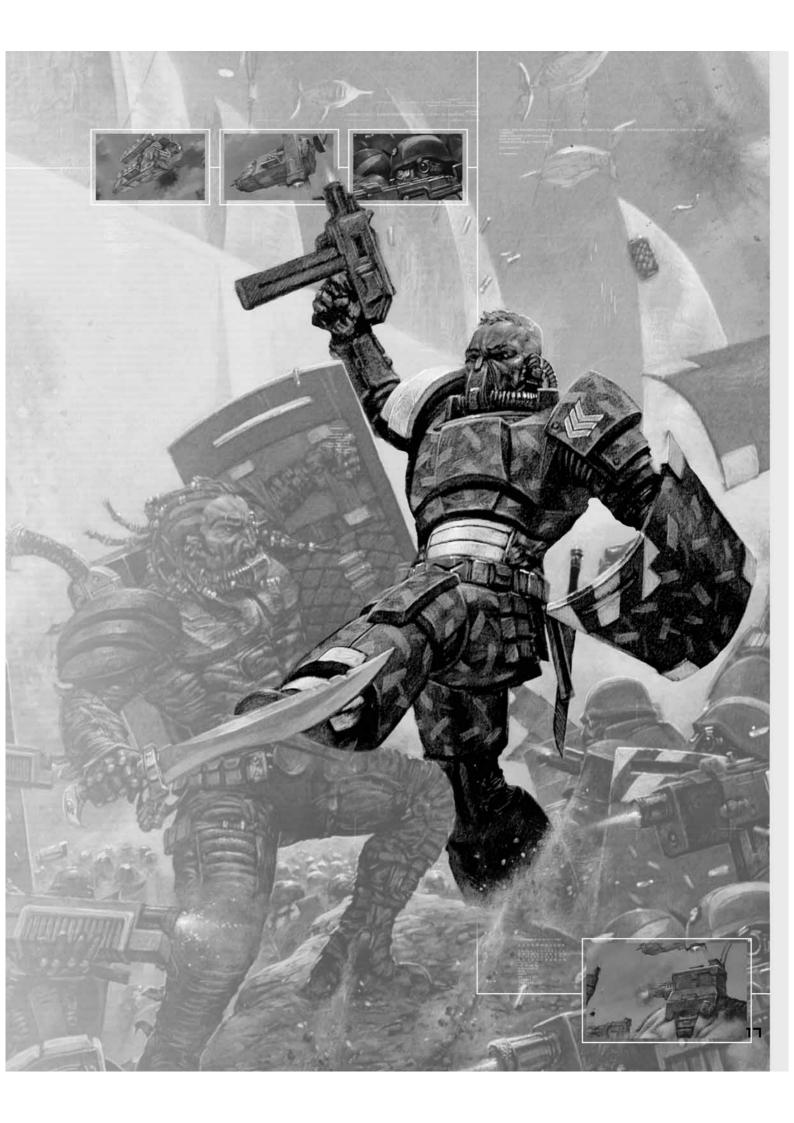
That's what came for us next. After we'd got our bearings and sent a few squads running (heads popping all the way I swear it) a real nasty bunch following an antique looking standard moved right on in, blasting away with those cheap guns like you've never seen. Even with our shields we were taking some bad casualties, so Captain Peake gave the order for the charge and in we went. I took a wound in the shoulder from some one-eye's blade, but I gave more generously than I got in that exchange and our squad did the same, taking care of every last one of them.

As hard as we fought, and every soldier there was as 'hard-fight-in' as they come, we were in a hopeless position from the start. Dead Junks were piling up around us but there was no end in sight, and all the training and skill in the world won't protect you from the kind of odds we were facing. I don't doubt that we would have fought till the end, and some of us did just that, but not for some silly totem or because we had a bomb in our heads. We kept fighting to

keep the guy next to us alive a bit longer, and that's the difference between us and the slaves of lronglass.

A geyser of earth erupted behind us, and we all felt sure that the Junks had got their Salamanders in position to finish us off. More explosions on all sides and suddenly it was the one-eyes looking worried, and for good reason. A whole troop of behemoths and 'saurs were ambling toward Cuol City, and our big guns were now in range. Our mad drop into the mouth of an advancing legion had worked wonders, slowing them down enough to get our artillery redeployed and into range. Most of them broke and ran and the whole field thinned out enough for us to regain cohesion and reform our line, a few groups rallied once the enforcers started blowing spikes but they didn't put up much of a fight. Soon the howitzers had those big walls breached in several places, and by then the colonial government of Dae Cuolma was already suing for peace. The battle was won.

I won't bore you with the list of citations we received, or the medals; I won't even mention the promotion of yours truly. Less than a week later most of us in the 222nd were shunted off to purge the pirate moons of the Aeletian system. Junks again, always Junks. Remember when I said we're not at war with Ironglass? Of course we aren't: wars end.



IRONGLASS

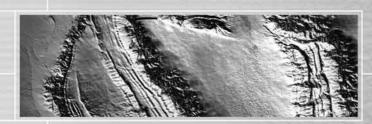
The second planet out from Viridia Solaris is Ironglass, a large ball of rock with some unusual geological and astronomical features. Ironglass has a rotational period that is absolutely equal to its orbital period around the star. This means that its year is precisely the same length as its day, and because of this day and night never change on their respective sides of the planet. On the day side, known as the Red Erg because of its deserts of ferric sands, temperatures above ground are intolerable to humans not equipped with some sort of protection. Meanwhile on the night side, or Darkside as its known, the planet is freezing. There is a thin band between the two, known as the Meridian, where temperatures are favourable to settlers. Ironglass' famous honeycomb structure is thought to be the result of cataclysmic gas explosion within the newly formed core, back when the planet was still coalescing around Viridia Solaris. It is composed almost entirely of silicon, though there are abundant traces of iron throughout the Red Erg. Ironglass' indigenous life consists of microscopic red algae and bacteria, and all the higher plants and animals to be found there now were brought from Viridia by colonists.

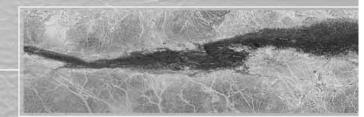
Since the arrival of the colonists, Ironglass has become prone to violent and unpredictable sandstorms. This is thought to be a manifestation of the 'butterfly effect', because the planet had no weather before their arrival. It is thought that the disturbance of air currents caused by moving humans introduced an element of chaos that bred geometrically.

Life on Ironglass has never been particularly easy, and it persists in being a miserable exercise in surviving day to day for large numbers of the current population. The original settlers from Viridia found life on the Meridian tolerable, if rather basic when they first arrived there. The atmosphere was thin and rarefied on the surface, but got better deep underground in the natural honeycomb of caverns and tunnels. When it became necessary to expand the colony to mine new resources beyond the Meridian, conditions became dangerous and unpleasant. Volunteers were hard to come by and demanded a high price for their services, so Viridia decided to use convict labour as a cheap source of disposable manpower. Although politically unpopular, this decision was forced through and VASA supervised the administration, turning the planet into a penal colony. Convicts were granted land deeds for serving their terms, and so the colony grew. Because overseers for the convicts were hard to come by the Syntha of Prime were consulted to come up with a cybertech solution to controlling the prisoners. The result was the notorious 'neural spike'- a device that replaced the left eye and controlled the wearer by remote VDU messaging and pain modulation. Since those dark days Ironglass has won independence from Viridia, but the government, which replaced the Viridian Assembly, is worse if anything. Laughingly called the Ironglass Senate, the government is a shadowy oligarchy that rules with an iron fist and stifles creativity and individuality. They have retained the use of the neural spike, and on Ironglass and its colonies there are now more people than ever wearing one, thanks to the Senate's incomprehensible yet incredibly strict legal system.

Technology on Ironglass has always been born of necessity. Heavy industry is the mainstay, with massive sand processors called 'Reapers' roaming the Erg, swallowing millions of tonnes of surface material. These machines are crewed by thousands of convicts in filthy, hazardous conditions, and amongst other things they make glass and ceramics, extract algae to make a revolting subsistence food called 'grul', and filter out iron dust to make steel. The other key industry is water farming, which takes place in yawning subterranean chambers where heavy-duty condensation traps extract water vapour from the air. Ironglass has never been renowned for keeping up with new technologies, and they cope by crudely copying the technologies of the Viridians and Syntha through a combination of piracy and scavenging. This has earned Ironglassers the name of 'Junkers', which they have adopted with a certain sense of wry underclass humour.

Ironglass has an essentially militaristic society, and both their ground forces and their space fleet are massive. Junker representatives in VASA are all military top brass, and the identity of Ironglass' Head, or Heads, of State is classified as a matter of planetary security. Whoever they are, they have a casual attitude to human life and their stock response to military problems is to throw bodies at it. Military hardware, like the rest of Junker technology is crude, bulky but robust. Naturally there is no stampede of volunteers for the Junker armed forces, so conscription and the use of disposable penal legions are the Senate's solution. Junker colonies are constantly in breach of VASA's human rights guidelines, but excluding unstable Ironglass from the Tripartite Confederacy is considered so dangerous as to be unacceptable, so their atrocities tend to be overlooked.







Interrogator: You were nearest to Censor Gemellus, I expect you to have seen everything that transpired!

Subject : I have already told you Interrogator: Then tell it again!

Subject: He sent the entire cohort into the administration centre, the plaza was rubble by then. He...he was excited by the reports of the militia's surrender, he was saying that VASA put too much faith in positive motivation and not enough in coercion. Then he mentioned

Interrogator: We've been through this, I want to know what you saw!

Subject: Yes, as I said, he knew there were only a handful of colonials and riot troops guarding the complex, so he ordered the entire wing to advance, our unit stayed with him. That's when he died, I don't understand it but…but one minute he was speaking and the next he was cut down by that assassin I told you about. In a mask, unseen… I glimpsed him and then

Interrogator: Then why didn't you fire on himl? Ten of you against one man? You

Subject : Because he was gone! I've told you he disappeared before our eyes!

-extract from the Senatorial Investigation following the disaster at Onu-Yesh III



Desert Marauder Buggy





The Desert Marauders are the fast attack arm of the Junker legions. Designed to cope with the hazardous conditions on Junker desert worlds they are extremely effective on long range strike duties supporting a variety of heavy ordnance such as chain guns and flame throwers.



Convict Lancer

The Junkers Senate press all criminals into military service and as a result the Junker legions are the most numerous of all the armies of the homeworlds. The Convict Lancers are close assault troops using their high explosive tipped thermite lances to destroy heavily armoured vehicles and fortified positions.



The Steel Vipers

Through blinding desert squalls they sped, through raging gusts of blood-red sand and pounding tempestuous winds. Past half-seen looming stands of stone and the twisted silhouettes of timeworn wrecks. Over the badlands, through scrub, sand, and storm, Licinius Vlens drove his dire company toward an unsuspecting foe and laughed into the wind.

'The cruelest cut around' some said of Centurion Vlens, 'a heart of sparkless steel' alleged others. In an army of slaves and coward's such a fearsome reputation was essential, but Vlens possessed other qualities of

to the arid flatlands and deep desert, they specialised in rolling warfare and spoiling strikes. Now they moved undetected through stinging blasts of sand, and no device of the Syntha could penetrate such a storm.

The hated Syntha, cold tinplated devils all, had ringed the upland plateau with forward bases and begun to mine the Split Spine Range; with incomprehensible speed they had installed their robotic diggers and automated refineries, their cyber relay stations and bulk collectors. It was clear they had intended to strip the uplands of Petroc IV before its owners could down fast on the west flank, while to the north rose the battered Split Spine Range; dozens of Syntha facilities glittering along the backs of its ruddy hills like spilled diamonds in a pool of clotted blood.

Coaxing an extra spurt of speed from his heavily modified quad raider Vlens shot to the fore of his small force and, brandishing his great, notched blade, impelled them forward in a reckless charge. The synths had deployed beyond the complex in defiance of Truculla's plodding force of legionaries, their thin line designed to maximize defensive fire. Vlens' sudden assault provoked the desired response, forcing the simple artificials into something like confusion as they divided their attention between the convergent threats.

The sick gray glow of Petroc's star was replaced with angry orange as the complex burned, the fire from a score of flamethrowers and incendiaries bringing a hellish radiance to the scene. The wheeled fiends of Vlens' company howled their delight at the destruction, firing wildly into the fleeing Syntha personnel: 'standards' still human enough to know fear. Holding their ground, the insensate androsynths were overwhelmed and annihilated where they stood.

Running down the last of the panicked non-combatants Centurion Vlens turned to admire the newly wrought carnage on the desert floor. The great compound of the Syntha was mangled and smashed, their hub of power on this world destroyed. Scattered throughout the wreckage were the broken limbs and exploded parts of their robotic servitors; simple things reduced to raw metal trash.

A serpent's gleam in his eye, his dust-choked voice a whisper, Vlens exulted in the sight. "All just so much scrap for the taking".



command rarely seen in a Junkers' legion. What magnitude of dread he did project was tempered by the respect he gave to those who earned it, and seemingly so small a gift bestowed on desolate men forged a bond of iron strength.

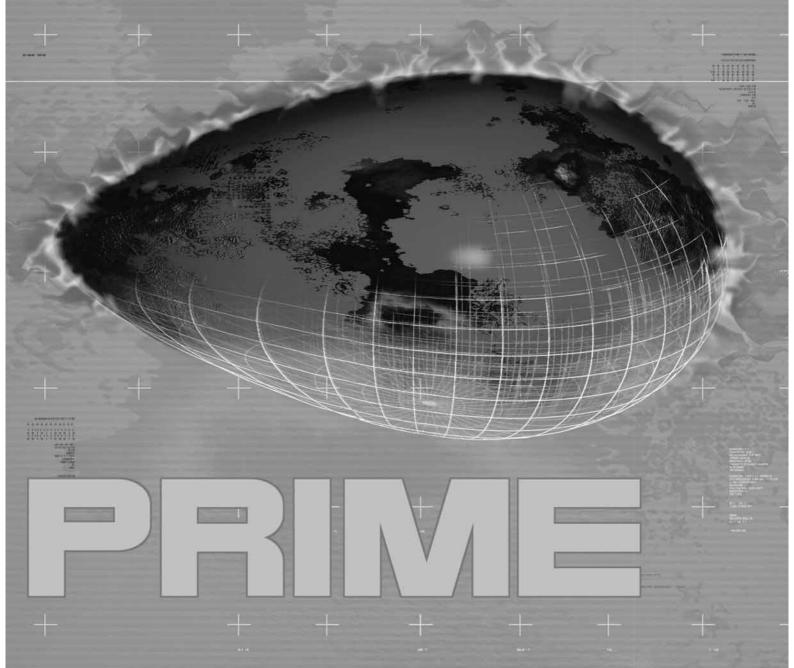
On nimble quads and desert marauders rode his desperate band, hollow cheeked and weathered from their extended campaign, gaunt and cruel each one. They were the Steel Vipers, Vlens' personal command, selected for their unbounded ferocity and reckless motivation. Accustomed

stop them, but timely intelligence had ensured that a full Consular army under Glave Truculla was dispatched to punish them for their audacity.

Through the dissipating storm Vlens could now make out his destination, the great complex that was part refinery and part spaceport; the industrial and military hub of the entire Syntha operation. The storm's final fury abated, he could clearly see Truculla's besieging legion advancing on the complex from the south and east. Vlens' rapidly moving force was baring







I have argued in the previous chapter that technology is no more an unnatural determinant of the affairs of mankind than are culture and tradition, all of which are created by man and imposed on man. So finally we come to the most sweeping condemnation of the Syntha and their way of life: that it is unhuman. I once made a study of the few remnants of native hill tribes to survive the flood, and many of their ways could also be described as unhuman: and these are the "gentle savages" so revered by romantics. To label the Syntha unhuman is the product of one of two things; either fear that they will impose their will on our way of life (which they show absolutely no interest in doing), or good old fashioned bigotry.

-Academician N.M. Dirac, The Map of Modern Man

PRIME

Prime is the outermost object in the whole of the Viridian binary system, and is something of an anomaly. It wasn't discovered by VASA until grav-shunting experiments were underway in the Leviathan system. It was first thought to be an immense alien artefact on account of the very strange magnetic and spectroscopic data returned from the quantum relay probe that was sent to investigate it. When VASA scientists arrived there, they found it to be a planetoid composed chiefly of a material never before discovered, and that has never been found anywhere since- prime obsidian. It was this substance that was responsible for the curious signals monitored by the probe, and was just as exciting to the VASA scientists as the discovery of alien technology would have been. Prime is a teardrop shaped mass of colloids, full of inclusions of extremely rare elements, that was formed when Leviathan dragged Viridia Solaris into its orbit. Prime, which was still coalescing as the outermost planetary disc of Viridia Solaris at the time, was spun into an elliptical orbit around the common orbit of the two stars. Prime is a barren, inert world far from the stars that shaped it. It has no atmosphere and is utterly incapable of supporting life.

Prime's colonists were VASA scientists, technicians and engineers. They were originally on a mission to settle on Vacillus, the planet next to Leviathan's grav-well, but were so excited by the discovery of Prime and its mineral cornucopia that they set up a mining operation there instead. Life can only survive in artificial biospheres on Prime, and that is as true today as it was when the first colonists landed. In due course the corporations mining the Prime colony brought their families from Viridia and settled there for good. They built great sealed environment bubbles on the surface,

and tunnelled down into the depths of the planet to carve cities from the black rock. Prime in due course declared its independence from Viridia, descendants of the original settlers claiming that the Viridian Assembly was ripping them off, and growing fat on resources and technologies provided by Prime. Another contentious issue was the development of bionic enhancement and artificial intelligence technologies. Viridia sought to heavily restrict such research on moral grounds, but the inhabitants of Prime saw this as the future. Two major wars followed which saw the deployment of sentient androids and military cyborgs by the Prime army for the first time. Prime ultimately won its independence and its people took the name of Syntha, in testimony to their faith in technology.

The Syntha are no longer quite human; they are in some ways less and in many other ways more than this. Most Syntha are cybernetically altered to some degree and they are characteristically cold and untainted by pathos. They no longer reproduce in the conventional fashion, being born fully-grown from nutrient gel filled vats, complete with enhancements. The Syntha organise their society along collectivist principles and recognise two distinct classes of being. There are 'synthetics', the fully artificial beings making up the servant class, which divide further into Als and the humanoid 'androsynths'. The second class are cyborgs, of which there are the heavily enhanced 'prosthenes' who are more machine than human, and the less radically altered 'standards'. A massive Al called Prime, which is maintained by an elite team of androsynth and prosthene technicians act as the central administration of the State. It is represented at VASA by a sub-ether link manned by Cognoscenti Prosthenes. The Syntha

are easily the most technologically advanced members of the Tripartite Confederacy, and their discovery that prime-obsidian could be used to make positronic matrices led to massive advances in Al development and cybertechnology. Prime obsidian has an unusual, spherical molecular arrangement, which not only makes it immensely durable, but also able to superconduct at room temperature. The Syntha use it to make artificial positronic brains called SPOMM (Synapsed Prime Obsidian Matrix Minds). These can either be placed in machines and autofacilities, or linked up to the nervous tissue of organisms to enhance them- a discovery that led to the development of the neural spike in the colony's early days.

Androsynths and AI systems carry out most of the service and industrial processes on Prime, leaving prosthenes and standards to concentrate on research and development, and military strategy.

Many of the Syntha's military hardware systems are automated or Al controlled, including a large contingent of androsynths in the Syntha infantry. But what the Sythna have in quality and superior technology they lack in numbers. For the Syntha to maintain their inordinately efficient technology, and more human than human troops, requires a great deal of time and energy. So, whilst they can take on the best of any other force when the numbers are equal, the sad truth is that they rarely are. Synthetics are of course manufactured for military uses, whilst cyborgs simply join up if they are asked to by Prime.

Citizens that refuse to serve are free to do so on the condition that they are fitted with re-education software, after which they usually reconsider their decision.





Decisive Victory

A lone figure surveyed the field, standing relaxed despite the concussive detonation of mortar shells close by. Almost casually, her fine features in repose, 5.37 Zeta assessed the disposition of her Lochos and recalculated their chances for victory. The Kaesterians and their corporate masters occupied a strong defensive position atop a hill crowned with granite slabs and eroded shale, their guns commanding the heights and their withering bombardment churning the verdant grasslands beneath them into muddy ruin. Only the briefest inspection was necessary and, her appraisal complete, Zeta removed to a safer distance. She was a minor miracle of Syntha engineering, as were all of her kind. Biomechanoids, the near-perfect marriage of man and machine, an elegant composite of the natural and the artifiered complexity of a teratosynth Alpha; even the primitive SPOMMs of her relay equipment and data storage devices were present in her mind. With little effort she could reach out to those minds and give them guidance, provide them with the benefit of her human instincts and experience. Incapable of learning or non-linear thinking these SPOMMs were still several generations away from human functionality, but they were predictably reliable being wholly untroubled by the frailties of human emotion and ego-centricity.

5.37 Zeta's affinity for mechanical intelligence made her a valuable military resource, and as Lochagos of the Phi Candrian assault group she had proven herself an able and subtle commander. Now on Polom III she found herself in open war with the so-called Kaesterian Empire, an aggressively

her small force, Zeta received the intelligence she had been patiently anticipating. For six days she had harried the superior Kaesterian force with nimble and coordinated assaults, probing their weaknesses and unbalancing them. They had requested reinforcements and a large force had been sent overland to join them; a column of infantry that Zeta had purposefully ignored and allowed to approach and link-up with the defenders. A conservative commander would further entrench those already formidable defences and continue the lopsided siege, but Zeta was certain her counterpart on the hill would do otherwise.

It was a gamble based on long experience dealing with the rash and vainglorious cultures of the non-Syntha, and a careful analysis of the behaviour of the enemy commander.



cial down to the level of her hybrid cells. While the elite cyborgs under her command, the prosthenes, relied on grafted augmentation for their needed skills and strengths, 5.37 Zeta's amazing powers came instinctively to her, were inherent in her very being. She was a hint of things to come, the template for a perfect future race.

So it was comfortably normal that she should sense the AI minds around her, from the straightforward routines of the androsynths to the layexpansionist state encompassing several backwater systems. The governorgeneral of Kaestere, however, was little more than a puppet of CAFS, Consolidated Agronomics and Fisheries of Solaris, a key corporation in the Viridian Assembly. And so, indirectly and discretely, Syntha fought Viridian and the fiction of peace was preserved.

Conferring briefly with the techs who monitored the remote drones that were the eyes and ears of

Zeta knew him to be impulsive and bold, but above all proud. As a Viridian commanding the fiercely wilful Kaesterians, he would have to justify his authority with victory. Decisive victory: not the slow statistical success of attrition warfare but the resounding triumph of open battle. Knowing this Zeta had carefully prepared her forces to create the illusion of weakness just at the moment when her enemy would be feeling his strongest, and in so doing ensnared him.

Pouring down into the valley from their fortified position the Kaesterians threw all of their force at the thinly held Syntha line, pushing them back. Zeta's awareness leapt from mind to mind, countermanding her assault units' initial SPOMM impulses and holding them firmly in reserve. The enemy came boldly on, made reckless from the ease of their attack and reassured by the scant resistance they were encountering. At that moment, triumphant and frenzied, they seemed to Zeta little more than beasts let free of their cage. Silently she signalled for the counterattack to begin.

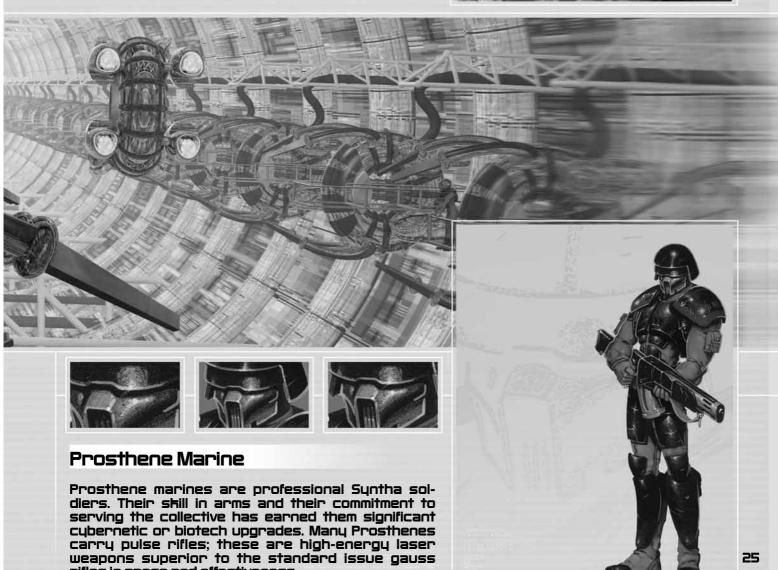
High above the battle, nestled in the bowels of an orbiting Artemis class destroyer, silent rows of strike craft came alive at Zeta's

rifles in range and effectiveness.

signal. They were the notorious Epsilon class fighters, and within minutes of their launch they converged on the exposed Kaesterians; the lethal Proteus cannons of the Syntha ships vaporizing a third of the attackers in a blinding flash. Their savage charge became a panicked route, and 5.37 Zeta took full advantage of the confusion. The SPOMMs quietly waiting for her order were a calm and rational presence in her mind, and in the brief moment she touched their unclouded consciousnesses she knew with a sudden, visceral, certainty that the future of her people lay in such perfect order.

She sent them into the valley, and together they wiped it clean.





VACILLUS

Vacillus orbits close to the dead star Leviathan, and must once have been a hot, geologically violent world. Since the death of its star, Vacillus has become as cold and barren as Leviathan. There is evidence that the world once had a structure very similar to Viridia's, but Vacillus's core has long since cooled to leave an inert sphere of frozen rock and ore. The planet's crust is divided into five tectonic plates, which obviously no longer move, and there is widespread glaciation from surface water exposed to the freezing environment. This makes for a rugged world viewed from space, predominantly grey and white, and cracked and strewn with valleys, massifs and lofty ridges.

Vacillus is the headquarters of VASA, the Viridian Aeronautics and Space Agency. VASA has a long history going right back to the earliest days of space travel, when Viridians fired rude, organic fuel powered rockets out of Viridia's atmosphere to explore their doorstep. They were an independent conglomerate of corporations, largely State funded, that were involved in astronomy and space travel. After early tests in grav shunting proved successful, VASA moved their headquarters from Viridia to Vacillus. This made sense because Vacillus's star Leviathan has a very deep, very stable grav-well, making it the key launch point in the system for conquering the rest of the galaxy. VASA continues to be a scientific body, concerned with astronomical matters, but has also added the administration of the Tripartite Confederacy to its mandate. When Prime declared its independence from Viridia, VASA's board was composed of scientists and directors from both worlds, so rather than breaking up VASA, the institute decided to remain neutral and attempted to mediate between the warring factions. Soon after the Syntha independence wars there was a similar independence war fought between Viridia and the Junkers, which VASA stayed out of altogether since they had originally overseen the unpopular penal colony on Ironglass. Once the Viridian system had fragmented into three different States, and each one was involved in the business of empire building beyond the system via the Leviathan grav-well, it became clear that certain safeguards would be necessary to protect the home worlds from each other and ambitious new colonies. Viridia, Ironglass, and Prime all signed up to a treaty that would be enforced by the ostensibly impartial VASA, and all of their dependant colonies were required to do the same. VASA isn't really a State per se, though it does wield military power and has its own colonies elsewhere in the galaxy. It monitors political, commercial and military conditions throughout human space and has intervention powers it can use when the need arises.

VASA has always been concerned with the development of space travel, and continues research along these lines. It developed the technology used for grav-shunting back in the days when it was still a body solely backed by the Viridian Assembly. Grav-shunting exploits five dimensional physics and the relativistic effects of large bodies in space. Planets and stars distort gravity and space-time around them, creating depressions in the continuum. The theory of grav-shunting goes that if one of these wells can be extended to join up with a similar depression created by a body elsewhere in space, a tunnel through the fifth dimension will be created between the two, facilitating faster-than-light travel between the two points. VASA developed a system of amplifying x-rays, called a 'xaser', that is capable of causing such a rift to form. The technology is still by no means perfect, and is so dependant on external conditions that it is impossible to make standardised maps for jumps. Stellar flares, cosmic

dust storms, angle of approach, the power of the xaser carried by the spacecraft and a multitude of other factors mean that each jump has to be calculated individually. Sometimes a jump that had been possible the day before will be out of the question for an indeterminate length of time, and another route will have to be found to reach the destination. Main sequence stars such as Viridia Solaris generate far too much magnetic and ionising flux to make jumps possible from their grav-wells, and the same is true for super giants, brown stars and most other active stellar bodies. That's what makes Leviathan such a perfect highway to the rest of the galaxy. As a dead star it generates no flux, but its colossal mass creates a very deep, stable grav-well.

The bulk of VASA's armed forces and space fleet are provided by the colonies, though VASA does raise and train its own elite units, the Black Legion, on Vacillus and VASA outpost worlds. VASA rarely takes a direct role in the internal affairs of worlds and only involves itself in colony wars where its key members put pressure on it to do so. VASA's main defence role is ensuring that the grav-wells, so essential to trade and communications are well maintained and that traffic along them is conducted in a lawful manner. VASA's armed forces have also been central to the war effort against the alien menace of the Koralon, and have been increasing their demands on the colonies to raise forces for the war effort. Despite this VASA has been forced to pull back from the fringes of inhabited space to consolidate humanity's defences- leaving outlying worlds to fend for themselves as best they can.







It seems certain that the synths are involved in something big here on Hellisn, and equally certain that this world's government and populace are ignorant of the threat. I have encountered dozens of people, mostly civil servants and military personnel that register as nulls under psychic probe. I cannot even begin to speculate as to their interest in this backwater world, but I believe I can find proof of their presence. Expect confirmation in one week, will contact then via secure messenger.

-last dispatch of VASA deep cover agent Kolo Celleshin, missing presumed compromised



Suppressor





Suppressors are the mainstay of the VRSA police forces throughout Pan-Humanic space. They are trained in crowd control and urban pacification techniques with armed response security units. In this role they are sometimes equipped with special non-lethal ordnance designed to incapacitate enemies rather than kill or maim them. For many though, they are the faceless figures of grim authority and oppression.

Koralon Hybrid





Hybrids are a fusion of pure strain alien Koralon and human tissue. Humans captured by the Koralon undergo horrific transmutations; certain alien genes are injected into their bodies, which over time distort and mutate them to certain forms pre-determined by their Koralon masters. The forms they take dictate what roles they perform, some act as close assault troops whilst operate ranged weapons.











Shuriken Guard

Shuriken Guards are elite jump troopers recruited from the ranks of VRSR's Black Legion Special Forces. They receive their special training in the Meta Temples of Fury and as such have expert martial skills. They are often assigned to protect VIP's and dignitaries where their formidable training can see off threats and get their charge to safety quickly.



Flight from Sharnfeldt

Atop a chrome-bright spire Commander Echiji witnessed the death throes of Sharnfeldt City, the once proud centre of a world now awash with blood and madness. Visible through clusters of prefab structures, on the city's broad boulevards and in the shadows of its artful towers, surged repellent and inhuman forms: the new and terrible masters of this place. Sharnfeldt, the city of a thousand intrigues, bastion of independence and centre of a commercial empire embracing a third of the Rim, now presided over an infected planet sunk into hellish ruin.

The thunderous drone of engines stole Echiji's attention as the last of the refugee-laden freighters under his command fled the spaceport. Sharnfeldt may have been a Free State but its grav-well belonged only to VASA, and it was Echiji's planetside garrison that had allowed the escape of several thousand citizens from the doomed city. Now the last remnants of his command made ready the few ships left to them, and Echiji abandoned the port's control tower and its nightmarish view for the chaos of the tarmac.

Weapons fire echoed from all sides of the containing wall as suppressors, local security forces, and hastily raised militia poured fire into the savage mass that ringed the compound. Dodging speeding groundcars and scurrying support staff, Echiji surveyed his forces; careful not to let his vision linger on the frightening abominations spilling Sharnfeldt's avenues toward his desperate position. Breathlessly an aide approached the commander bearing crucial news.

Out of the west came the

object of the aide's report, darting over rooftops and bounding between causeways the last handful of Echiji's jump capable troops returned in haste. Avoiding the deadly streets they soared amid the cluttered crowns of buildings until they cleared the starport's curtain wall; and from that summit swooped down to their commander. They were Shuriken Guard, elite protectors winged and armoured, and supported between two of their rank was the newly rescued ruler of this world, Councillor Guman Woag. His last task complete, Echiji gave the order for evacuation.

"What have they done to my beautiful city?" The plump and perfumed Woag glanced back toward the municipal centre and wrung his hands, unmindful of the retreating soldiers around him. Then, scanning the tarmac with a fevered eye, he found Commander Echiji conferring with his lieutenants and moved to interrupt them. "We must quit this place Commander, then return with your fleet when-".

"Now is not the time Councillor, my aide will escort you to your berth," Echiji interjected through clenched teeth. Though his forces were now nearly all loaded into military shuttles, had it not been for the heavy losses sustained while waiting for the governor doubtless some of them would have had to stay behind. How could he have ordered men and women to remain to face these monsters? Echiji was glad to be spared that decision.

"Commander!" Councillor Woag shrieked and broke free of his escort, examining one of the hundreds of cargo containers recently offloaded to accommodate Sharnfeldt's fleeing multitude. "These are pure Kroellian bayberes, rare and priceless. What are they doing discarded here?" The Councillor strode to confront Echiji, heedless of the discharge of arms around him.

One of Woag's rescuers, a stern faced guardsman, presented Echiji with a datapad which he read with increasing interest, ignoring the Councillor's diatribe on inherent value and the preservation of commodities. The commander slowly raised his eyes from the pad, his expression one of cold fury. "You brought it here".

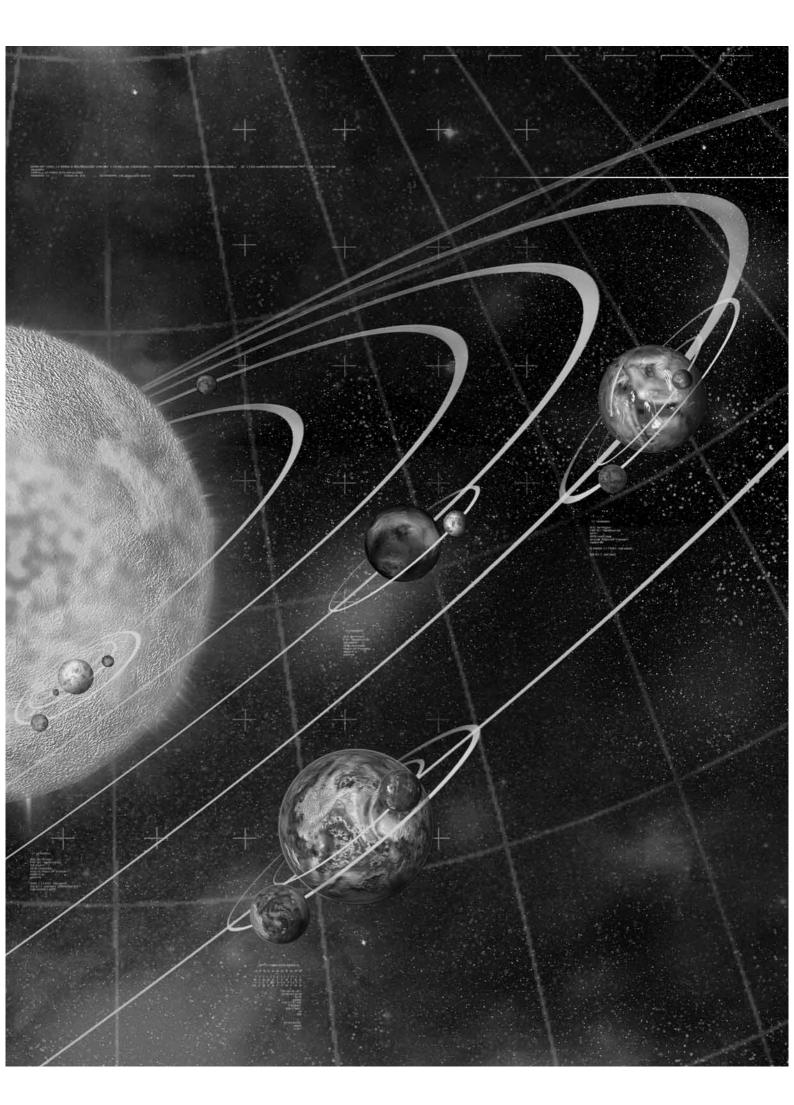
Closer now, as the tightening circle of suppressors backed into their transports, came the remnants of Sharnfeldt city on twisted and misshapen limbs, their senseless cries testament to their degeneracy. Echiji swept an arm toward the hideous sight, "Explain to them why you were smuggling coraline. Here is the result of your experiment!" He turned his back to Woag and mounted his shuttle's loading ramp, "leave him, he stays to continue his enlightened rule".

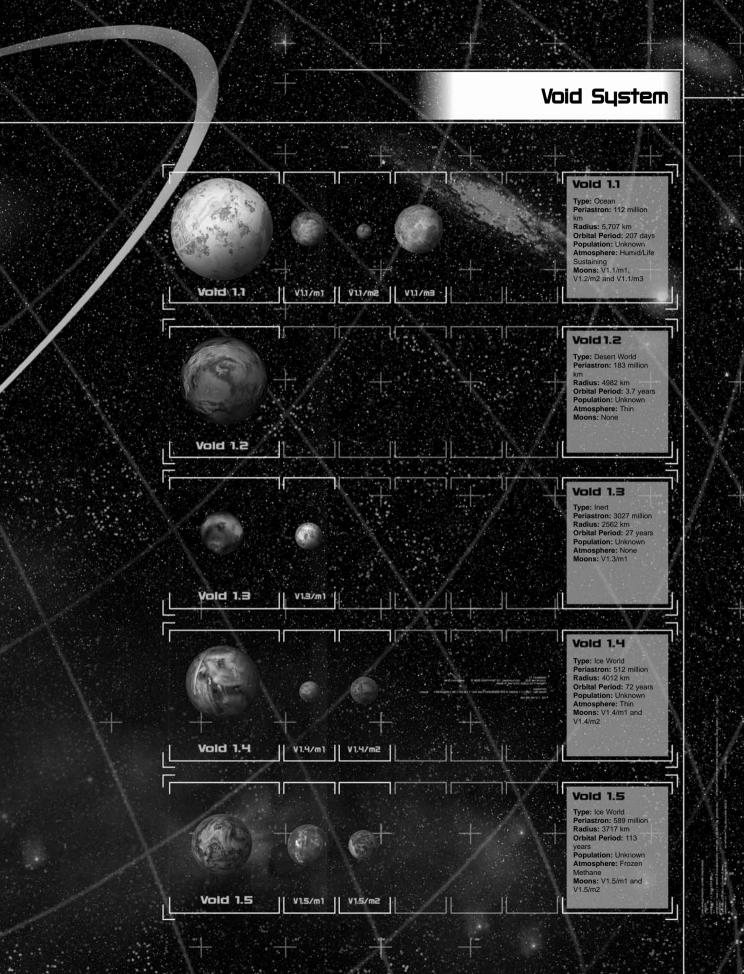
"Wait, you cannot leave me," frantically the Councillor clawed at the rising access ramp as booted feet forced him back. "It wasn't an experiment," he wailed, "it was trade, just trade!".

On a field littered with cargoes rich and exotic, Guman Woag faced the consequences of his greed.









VOID 1.1

Void 1.1 is the first planet from the sun in the Void system situated in the farther reaches of the eastern arm of the galaxy known as the Rimworlds. The Void system was the first of many systems in which man encountered the Koralon. It is a single star system with five planets simply named 1.1 through to 1.5.

Since the fateful encounter very little information, beyond what was gleaned by the research vessels that escaped, is known about it. It has been speculated that in addition to the large infestation on Void 1.1 there is a second colony on the far side of Void 1.5 where the second moon, V1.5/m2, acts as a gigantic harbour for the Void Reef fleet. Void 1.1 has been defined as a Reef world, a tell tale sign of a Koralon infestation. It has large, warm, shallow oceans with a series of archipelagos build of coraline. It has a lifesustaining atmosphere if not a bit too humid for human habitation. It is not known if any other of the planets sustain life, Void 1.3 and 1.5 do not have any breathable atmosphere but 1.2 and 1.4 have thin atmospheres and it has been suggested that this may be the first stages of Koralon "terraforming" at work.

It has become clear that the Koralon have a well-established interstellar empire right out on the galactic rim, which is thought to be at least as extensive as humankind's. Initial encounters with the Koralon were disastrous, resulting in skirmishes between settlers on the rim and Koralon battlefleets. Since then a campaign of attrition has been fought between 'Rimworlders' and the Koralon, but without heavy VASA support the rim colonies have fallen one by one. VASA realised that their forces were over extended, given the scale of human occupied space, and have conceded the rim to the Koralon, withdrawing their support and leaving the outlying colonies to face the aliens alone. In the last few years the war has reached a bogged down, stalemate, with some human rebel worlds still mustering resistance within what is now ostensibly Koralon space, and the aliens testing the boundaries of VASA held territory. The VASA official line on

the Koralon is that they are rapacious, hostile aliens that cannot tolerate the presence of a species that might compete with them. Meanwhile scholars and intellectuals on Gate worlds far from the front lines debate whether the war is simply a defensive posture by essentially peaceful Koralon against human invaders; whether the whole thing is a massive cross-cultural misunderstanding; or whether Koralon really are bug eyed monsters bent on humanity's destruction.

Koralon are marine amphibians that must certainly have evolved on an ocean world, though no human ship has ever came close to penetrating to the heart of alien space. Their bodies are elongated and serpentine and can reach massive sizes, though most are somewhere in the region of 2-3 meters long. Koralon torsos can have one or more pairs of limbs: usually arms, though occasionally wings as well. They carry themselves by slithering along on a carpet of mucous continually secreted from their soft parts, whilst keeping their heads and torsos erect. They are thought to have originally been slug-like invertebrates swimming in the oceans of their home world (human military forces disparagingly refer to them as 'Slugs'), but a symbiotic relationship with a microbial creature that grows like a coral on their bodies has allowed them to conquer land. Autopsies on alien soldiers show that when these microbes die they leave behind unique silicate skeletons, which build up to form an incredibly tough mineral deposit dubbed 'coraline. Koralon have somehow learned to control the growth rate of this material, most likely by treating parts of their growing bodies with hormones. In this way they are believed to have turned hydrostatic skeletons into solid bony structures, as well as growing crystalline armoured plates and natural weaponry on their outer skins. Other significant aspects of Koralon biology includes their ability to generate massive electrostatic charges with their bodies, like the Volt Newts of Axolotl 9, and the incredible sonic resonance (perhaps a development of echo-location, though just how they communicate isn't known) that some Koralon

organisms can project.

Koralon have based their technology on the mastery they have over coraline, making even their astronautics and industrial processes a weird branch of biotechnology. They grow structures out of coraline to make 'Reef Cities'; build vehicles- called Reef Ships- and weapons from it. They even mix it with other substances to develop field technologies that leave human scientists baffled. It is known they can manufacture a coraline-neutronium alloy that generates spatial rifts when a current is passed through it. This material is thought to be the drive mechanism that Koralon use for grav-shunting. Their mastery of gravitics is way beyond what humans know, and they can even make ranged weapons and other clever devices such as short range teleporters from the alloy. The only place in the known universe that neutronium exists is on neutron stars, but how the Koralon can get close enough to them to mine the element is anyone's guess. A more disturbing aspect of their biotechnology is that they seem to be able to use it on other species, adapting it to the subjects' natural talents. Reports have recently come to light of human-Koralon hybrid drones fighting alongside the aliens, using coraline ordnance that mimics the effect of firearms and grenades.

Precious little is known about how the Koralon organise their society, though they are thought to influence the growth of individuals for specific tasksworkers, warriors, scientists, etc. This would make their closest human analoque for a social model the Svntha. They seem to have a highly organised caste system that encompasses varying degrees of free will. On the battlefield it has been observed that the more limbs an individual has, the higher up the pecking order it usually is. There is also evidence to suggest that Koralon colonies are as prone to in-fighting as human ones are, though revolution within the infrastructure of a particular colony seems much less likely. What is clear is that the Koralon are an enigma. and only through understanding them can humanity hope to resolve the war

one way or another.



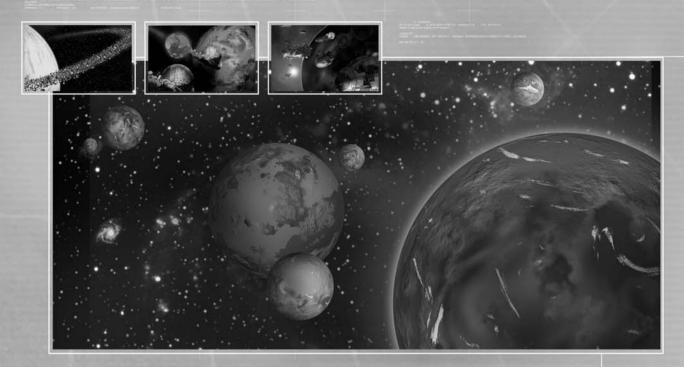




Two hundred years is simply not enough time to account for the incredible differences in the human population of Elborea. Yes, it's possible that the system-wide anomaly that cut them off from us exerted some as yet undiscovered mutational influence on their physiology, but I suspect it's more a product of the native ecology. Dr. Guo has yet to discover any concrete cause in the tissue samples we sent her, and she plans to bring the rest of the team down to investigate first-hand. Meanwhile I'm still puzzling over the apparent similarities between the native fauna and the colonists, tomorrow I plan to collect more samples in the jungle.

-recovered from the logbook of Xenobiologist Lenil Fuller, member of the doomed Elborea Expedition













Black Legionary

The Black Legion are VASA's veteran shock troopers. They are equipped with graviton pulse packs, which allow them to cover great distances with a single bound, and the infamous Ion lance that not only has ranged capability but also is a devastating close combat weapon.





The Colonies

Beyond the Viridia-Solaris/ Leviathan binary system there are thousands of other inhabited worlds, humanity having spread itself wide across the galaxy as soon as the means to do so had been realised. Many of the inhabited worlds are mature colonies every bit as established and prosperous as the homeworlds, whilst others are developing or experimental societies plagued by difficulties and engaged in a constant struggle to survive. There are fertile paradises with rich biospheres, providing an abundance of agricultural produce to put Viridia to shame. There are military outposts chosen for their tactical value or strategic locations. There are worlds suited to researching new technologies- much like Prime- on account of their unusual geologies or favourable environmental conditions. There are many more worlds of marginal value to settlers- after the mould of Ironglass- that have been settled by prospectors chasing false hopes. In the more affluent sectors there are worlds given over entirely to tourism and leisure, such as the Viridian financed Hypnos 4. There are also purpose built worlds such as the Synthan Illuminatus-Weishaupt L3 and L4 space labs in the Peos Nebula: or the Junker Thanatos Class Starfactories, which are planetoid sized tangles of semirepaired wrecks and lifepods to which the biggest plasma drives in history have been attached. They float through deep space processing cosmic debris and salvaging wrecks, until they gather enough cargo to put in at a system and trade, then it's off scavenging again.

The sheer variety of worlds and ways that people have managed to exploit them according to their needs defies the imagination. Bare asteroids, bleak ice worlds, radioactive wastelands, planets awash with toxic oceans, crushing gravity, all these difficulties and more have been overcome when a

world has something worth having on it.

The technologies used to settle worlds depend very much on the circumstances of the world. Some worlds come ready made, with a life-supporting biosphere capable of sustaining humans. On others humans have to live in sealed environments, often beneath the surface, where they create artificial biospheres. For most colonies though humans start off in sealed facilities, and use terraforming technologies to transform worlds into inhabitable environments over time.

Most of these colonies are allied to one of the homeworlds, or more rarely they have direct allegiance to VASA itself. This is all well and good for the richer worlds, or the 'Gate' planets as they are known in VASA bureaucracy, for whom maintaining close ties with their patron States provides them with security and prosperity. All colonies have their own security forces. and some starfleet capability to speak of so that they can deal with home defence issues. Indeed on many worlds less well off than the Gate planets the promise of revolution is never far away and the security forces are kept very busy. On the less important worlds that make up about 80% of the human galactic population (this is very approximate since an accurate census hasn't been taken for over a hundred years) the Tripartite Confederacy is often referred to in hushed tones as the 'Tripartite Conspiracy'. In some cases worlds have broken away entirely from VASA, declaring their independence in much the same way Prime and Ironglass broke away from Viridia in the dim past. Sometimes diplomatic solutions are found, more often though the matter will be resolved through bloody coup, revolution or sabotage. These worlds in conflict are the battlefields on which the homeworlds can compete with one another. The Tripartite Confederacy and the Vacillus Treaty

would never allow the homeworlds to go directly to war with one another again, lest they plunge humanity into a galaxy wide civil war. Therefore they covertly support their own factions on these lesser planets, vying for advantage but never quite coming into direct confrontation. Covert military actions. back door arms deals with rebels and terrorists, social engineering, bribery, propaganda, and every dirty trick in the book is used by the Viridians, the Syntha, and the Junkers in such theatres, where the only victims are the politically trivial populations of these minor colonies.

Once a colony has won its independence though, it is incumbent on VASA to recognise the new State in order to maintain trade and diplomatic links with it-particularly if the colony has a rare or unique resource that benefits everybody. Therefore there are numerous independent worlds and independent alliances that have their own forms of government, ranging from isocratic utopias to terrible despotic empires. Such independents have limited sway over galactic matters though. and VASA finds it much easier to dismiss them, or press sanctions against them when they fail to comply with interstellar law, than it does the Confederacy colonies. A particularly insidious pitfall faced by newly independent colonies is that they are horribly vulnerable to exploitation by the Tripartite Confederacy. economies can quickly become destabilised by the trading power of the Confederacy, tipping them straight back into the sort of social ferment that precipitated their independence in the first place. Human rights violations inevitably take place and since they are outside of the Confederacy it is easy for a concerned homeworld to gain VASA's blessing to bomb them into behaving themselves; before generously stepping in to run the shattered executive.





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VOID 1.1

For those of you who are new to fighting battles with miniatures, here's what it's all about.

Void 1.1 is a skirmish game; each model represents a single man, monster or vehicle. Each model has it's own range of skills, equipment and abilities that defines its effectiveness and behaviour on the dangerous battlefields of the Void 1.1 universe.

You can think of your armies as small battle groups, scouting parties, raiders or defenders of outposts. Alternatively think of them as being part of a larger force, and the battle you are fighting as being just a small (but important) part of a larger battle that is taking place around them.

The main strength of your army will lie in the squads of infantry (or robots, or aliens) that form its backbone. They will often be led by powerful or heroic characters, capable of single-handedly disposing of several times their own number of enemy troops. Powerful battle-suits, armoured vehicles or large and ferocious monsters will provide heavy firepower and support.

This is a tactical game, and your skill in manoeuvring and positioning your units is important. Maximise the potential of your units and use them wisely, and you should be well on the way to winning.

The Void 1.1 rules are designed to produce a fair and balanced game that will allow you to play exciting battles that give the individual feel of skirmish combat. Although we have tried to cover most situations in the rules we didn't want to turn them into a huge and lengthy legal document! Once you have read the rules and are playing the game you and your opponents are in charge of what goes on. During a game, if you come across an unusual situation, or cannot agree with your opponents on how a particular rule should be played, roll a dice or flip a coin to decide the matter. After the game you can talk it over and agree how to treat such situations in future games. Just remember that all players should agree any new rules or changes before you start a game.

What you will need to play

Before you play a game of Void 1.1 you should have a few things on hand that you will need to use throughout the game. The following things will be useful:

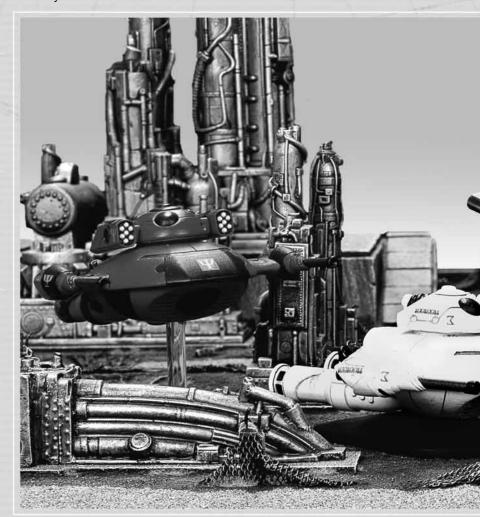
Pens and Notepaper: We have tried to keep the amount of notes you will need to take during a game to a minimum, even so it is always handy to have a pen and notepad to hand. If you are playing your own scenarios you will need to note down successes and failures in gaining objectives. You'll also need them at the end of a game to add up victory points if you're using them.

A Ruler or Tape Measure: A ruler marked in inches is essential; all measurements in the game are in imperial units. For those of you using the metric system use the conversion of 2.5 cm for every 1 inch, 30cm for every foot. You will need to

measure how far your troops can move, shoot or even run for cover! A retractable steel rule is ideal.

Roster Pads: These are included in the Void 1.1 Gamebox and are available separately. There is also a roster sheet at the back of this book that you can photocopy for your own use. Roster sheets are to record your unit's stats so that you have a quick and easy reference throughout the game.

A supply of snacks and drinks: A General has to keep his or her strength up if they are to lead their troops successfully. However it's usually a good idea to keep your provisions on a side table, unless you like.



Dice and Dice use

Although good tactics are the basis of victory in a game of Void 1.1, nothing is ever certain. A number of dice are used in the game and these will often decide how luck (or fate) affects your well-laid plans. In any situation where there is an element of chance the dice will decide. Will your troops survive when they charge that enormous monster, or will it crush them? Good tactics will swing the odds favourably, but they are never a guarantee of success.

The Void 1.1 game system uses an

ordinary ten sided dice, and we will refer to this as a d10. At some points you may need to roll two or more dice at once, adding the results together. This would be stated as roll 2d10, roll 3d10 etc.

Sometimes there will be modifiers to a particular dice roll. For example when you are rolling a dice to see whether one of your models can hit an enemy model the roll may be modified by a particularly powerful weapon, or because the target is in cover. Modifiers like this are always

applied to the dice roll, so for example, a +1 modifier (+1 mod) would mean that you would roll your dice and add 1 to the score. At all times, when you are rolling a dice to see whether one of your models succeeds in a particular task, a roll of a natural 10 is successful and a roll of a natural 1 fails.









Secure transmission operative w23e phaedros

In their fourth week now and the team has finally started mission specific exercises, amazingly they're running sims of boarding the Tau Naceng storage depot located on the darkside of Roneum VII's moon. They've just added a real hardcase specialist to the mix as well, a native Viridian and almost definitely somebody who has spent years amongst the traders: he knows the cant like he was born to it. And if you're still not convinced VASA would move against one of our facilities, just yesterday they started training in the uniforms of Junker legionaries: no doubt these "pirates" will be paying us a visit.



■ Various terrain types

















■ Gaming table with commercially available terrain pieces

The Rules

This section deals with all the concepts and mechanisms that you will need to become familiar with as you learn the game. It will take you through setting up your playing area, choosing and deploying your armies and fighting battles. After this there is a section that details special rules that apply only to certain troops. Where a rule differs from the wording of the rule given in any earlier publication, the rule as it stands in this book is deemed the updated and correct wording of the rule and it supersedes its predecessor. Also included in this book are some blank rosters for keeping track of your troops and some templates for area effect weapons (more on this later). Feel free to photocopy these as many times as you like.

Setting up the Battlefield

The first thing you will need to do in order to play a game is set up your battlefield. The minimum sized area you will need to play a game of Void 1.1 is a flat area of about 4 feet by 4 feet, though for larger battles 6 feet by 4 feet would be better. This can be an area of floor, a tabletop, or any other clear flat space you can find. Wherever you decide to play, you need to be able to tell where the edge of the battlefield is. During a game models cannot move off the edge of the battlefield.

Terrain

If you are new to this kind of game we suggest that you keep your battlefields simple for your first few games, and restrict yourself to playing on a plain flat area covered with a piece of green cloth or felt. Skip this section and go to the section titled 'The Game' to find out how to fight battles. Once you've fought a couple of battles and are happy with the basic game come back to this section to spice up future games. All sorts of terrain can be used to add interest to your battles. It can provide much needed cover from incoming fire as you advance, or strong points for your troops to defend. Hills, swamps, lava pools, clumps of forest or even the remains of a crashed spacecraft can all be used as terrain. You are limited only by your imagination.

Areas and obstructions

It is helpful to think of terrain in terms of 'areas' and 'obstructions'. Examples of terrain 'areas' would be a patch of forest, a piece of marshland, a broken rocky piece of land, an expanse of soft sand or a hill. Basically most 'areas' would be of terrain that covered a reasonably sized sector of your battlefield. Examples of 'obstructions' would be a single tree, a large rock, a piece of machinery, an alien obelisk or a section of wall. Basically 'obstructions' would be single relatively small pieces of terrain.

Terrain types

Terrain can be divided into three basic types: 'normal', 'rough' and 'impassable'

At beginning of a game you will need to decide what the terrain you have decided to use should be classed as. Sections later in this book that cover movement, shooting and combat, will describe how various terrain types affect these activities. You and your opponents should agree before the game starts how to treat terrain. Use the following suggestions as a guide.

Normal: plains, grassland, fields, gently sloped hills, shallow streams, roads, paving, steps, sand, sparse undergrowth, shallow snow, ice sheets, slightly rocky plains, low walls. Basically most of your battlefield will usually be normal.

Rough: steeply sloped hills, soft or shifting sand, broken rocky ground, thick mud and bogs, thick vegetation, forests and jungles, deep snow, waist to chest deep water, rubble piles, slag heaps.

Impassable: Cliffs and extremely steep slopes, deep fissures, lava and acid pools, quicksand, deep water, high walls.

Depicting Terrain

You can use all sorts of things to depict terrain. If you are using a green felt cloth to represent your battlefield you could use books or video cases placed under the cloth to indicate hills. You can depict terrain areas by cutting out an irregular shape from a piece of cloth or felt and placing it on the table. Areas of any size can be depicted in this way,

from small patches a few inches across, to large areas that take up much of the tabletop. If you wish to depict an area of forest or jungle you could use a green-coloured material and place individual model trees on the cloth. A brown coloured material with small bushes dotted around could indicate a marsh. A red or orange material could represent lava.

Those are just a few suggestions. There are lots of commercially available models and scenic accessories you can use. And if you use your imagination and keep your eyes open many household items and bits and pieces can be scavenged to use as scenery. It's amazing what can be done with bits of card tubing, empty cartons etc given a bit of time and effort.

Placing Terrain

You and your opponents will need to agree on a mutually acceptable method where to place terrain pieces on your battlefield. Terrain can make your battles very interesting, but too much of it, or unfairly placed pieces can mess up a game.

One good way of placing terrain is to mark out the playing area in a grid, of say twelve-inch by twelve-inch squares. Use dice, coins or counters to indicate the corners of the grid squares. Players can then take it turns, one grid square at a time, to place a piece of terrain or declare the grid square empty (i.e. normal). No subsequent player may place terrain in a square that already has a terrain piece, or has been declared empty. Once all of the grid squares are accounted for, the battlefield is complete.

Remember the object of the game is to have fun and for all players to enjoy themselves. It's in everybody's interest to make the playing area as fair and interesting as possible.

The Game

Once you have your playing area set up you're ready to begin. All you need now is an army and one or more players to fight against. The battle will be played out over a number of turns that give each player the opportunity to do something with his or her army. Strategy, tactics and fate (dice rolls to you!) will determine the eventual winner. Hopefully you will emerge victorious and your opponents will be routed, or better still obliterated without trace.

Your Army

Before you can fight a battle you will need an army. Read through the material in the background sections of this book and pick the army that appeals most. Comprehensive lists and background details are featured for each army in their respective Force Book. Once you've chosen an army you'll need to know what the capabilities of your troops are.

Models on the battlefield represent the troops in your army. Each troop type has a variety of strengths and weaknesses, and many have special capabilities and powers. Some troops are particularly good at shooting, while others excel in close combat. Some are fast and nimble, while others are slow and lumbering. The various strengths and weaknesses of your troops are described in the models 'profile' as detailed later.

Units

Armies can be quite numerous, and can contain many different troop types. Troops of similar type and purpose are usually grouped together into units containing several models. This allows you to control your army more easily and to concentrate your firepower. Units can either be 'squads' or 'individuals'.

Squads: A squad is a group of models that work together as a team on the battlefield. Squads will often contain a leader with more or better abilities than the other squad members have. In addition squads can contain 'support' models that carry powerful or special

equipment to provide back up for their comrades. Generally the major part of your army will be made up of squads.

Individuals: You may include in your army a maximum of one individual per unit that you have in your army. Some individuals may be assigned to a unit (which will be specified in their profile) but even under these circumstances it still counts towards this ratio. A maximum of one individual may be assigned to any unit and must stay with the unit for the entire game.

Profiles

A model's profile contains all the information needed to use it in the game. The profile shows how your troops interact on the battlefield. They represent model's strengths and weaknesses with a set of statistics that are used to define how the models move and attack. You will find profiles for your models in the applicable Force Books. Each Force Book contains profiles for all the troops in that particular army. Profiles are all presented in the same basic format (see the sample profile).

The Stat Line

The stat line is a row of characteristics that show a model's strengths and weaknesses. We refer to these characteristics as 'stats'. The characteristics included in the stat line are shown below.

Assault (AS): This stat shows how good the model is when attempting to hit an enemy in close combat. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 3. Models with a high stat have more chance of hitting an enemy.

Shooting (SH): This stat shows how accurate the model is when shooting (or throwing) weapons in ranged combat. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with a high stat have more chance of hitting an enemy.

Strength (ST): This stat shows how strong the model is. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with a high strength have more chance of causing damage if they physically hit an enemy in close combat.

Toughness (T): This stat shows how tough and resistant to damage the model is. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with high toughness have less chance of taking damage if they are hit.

Wounds (W): This stat shows how much damage a model can take before it is killed or destroyed. It can range from 1 upward. The average human trooper has 1 wound; heroes, larger creatures and vehicles will often have more.

Command (CD): This stat gives an indication of the model's self-control, training and bravery. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with a high score are more likely to stand their ground or react quickly to enemy action.

Size (SZ): This stat indicates how large a model is. It can range from 1 upward. The average human trooper is size 2. Large creatures and vehicles are easier to hit when shooting at them, but can often crush smaller models if they run them down.

Move (MV): This stat shows the models normal move distance in inches. It can range from 1 upward. The average human trooper has a move of 4. A high score can allow you to outrun or out manoeuvre your enemies.

Sample Profile

Marines
When Viridian soldiers pass out of boot camp they are allocated to either a Marine or a Commando unit, depending on their combat rating. Viridian marines have provided the model for the basic infantryman all across the galaxy. They provide a solid core to any force and are able to lay down a withering hail of fire, supporting the more specialised elements of the army. The Viridian Assembly provide their tithe of soldiers from the ranks of the Marines as required by the Treaty of Vacillus.

AS	SH	ST	T	W	CD	SZ	MV
3	4	4	4	1	4	2	4

Structure: Squad

Unit Size: 4-10 You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No. Per Unit	Cost
Marine	Gauss Rifle,	4-10	17
	Combat Blade		
Chain Gunner	Chain Gun	0-1	21(s)
Rocket Launcher	Rocket Launcher	0-2	36(s)
Grenade Launcher	Grenade Launcher	0-2	28(s)
Sniper	Sniper Rifle	0-1	27(s)
Sergeant	Gauss Rifle	0-1	18

Special Rules

Rocket Launcher: Tactical Awareness Grenade Launcher: Tactical Awareness Sniper: Sniper, Marksman Sergeant: Tactical Awareness, High Morale (+1)











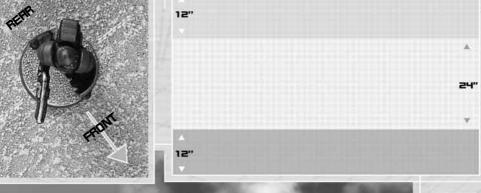




Fig 1 R model's facing



Fig 3 Deployment map example





Lictor

Lictors are the military police for the penal Legions. They exert discipline over the Convicts with the threat of a neural spike execution, and as such are despised and obeyed in equal measure.



Fig 2 Roster Sheet example



Equipment and Organisation

Below the stat line is all the other information you will need to enable you to choose your models, organise them into units and use them to fight battles. This is presented as shown below.

Structure: This shows the unit type, i.e. whether a model is an individual or a member of a squad. It also shows the minimum and maximum number of models that may be in the unit. Powerful models will often be individuals or in small units. This section will also denote whether a particular unit is considered a Vehicle, and include any relevant information about ratios of Support choices available as well as any particular restrictions in army structure and allocation to other units.

Troop type/ equipment/ no. Per unit/ Cost: These tell you the types of troops, as well as the minimum and maximum number of that type that can be in the unit, the equipment they carry, and their point's cost. The point cost of models is important when building armies; it's used to make sure that you and your opponents have armies of roughly the same power.

Special rules: These show any extra rules that apply to the models in the unit. They may be particularly brave, very heavily armoured, or subject to some other (not always beneficial) effect.

Model's Facings

The model's comprising your units all have 'facings'. Most models have two facings: front and rear. A model's front facing is in the direction to its front (i.e. the direction in which it is looking), and its rear facing is in the direction to its rear. Facing is important because most models' can only shoot at enemy model's that are in their front facing. For most models their front facing is a 180- degree arc to their front (see Fig 1). Some special models (usually vehicles) will have more restricted facings, but this will be covered later in the rules

Army Points Limits

Before playing a game you and your opponents will need to agree on how many points to spend on building your armies. The higher the point limit the more models will be in your army, and the longer the time required to com-

plete a game. For normal games all players should have armies of equal points total. There is no minimum or maximum points limit, it's entirely up to you how large you want your games to be.

500 points a side will give you a small quick battle lasting a couple of hours. 1000-1500 would give an afternoons fighting.

3000+ would be an epic struggle lasting most of the day.

To help you create your army there are Void 1.1 Roster sheets at the back of this book as well as pre-printed copies.

To fill in the roster you will need the relevant Force Book, here is an example of a filled in roster pad taken from a Junkers army (see Fig 2).

Victory Conditions

In addition to deciding how big your armies are you will need to agree how to decide the eventual winner. It is often useful to set a time limit on how long the game should last. You can either set this by the clock or decide on a set number of game turns for the battle to last. Once the time is up, or you've played the specified number of turns, you can work out who won.

The most obvious way to win a game is by destroying your opponent's army or accepting his surrender, irrespective of time or turn limits a player can choose to surrender at any point. There are plenty of other ways that victory can be decided. If you decide to set specific victory conditions the most important thing is to make sure all players understand and agree the conditions before you begin the battle. Here are a few suggestions for ways to work out winners and losers.

Most Survivors

When the time or turn limit is up each player adds up the total point value of the models that they have remaining in play. This is your victory point total. Whoever has the highest point value wins the game.

Most Damage

This method favours the side that caused the most damage so each player should keep track of the enemy models they destroy. Use the following method to calculate your victory points total:

Each player adds up the total point value of the enemy models they killed

during the game.

Each player gets half the total point value of his or her remaining models. Add these two scores together. This is your victory point total. The player with the highest score wins.

Objectives

Instead of comparing victory points at the end of a game, you could set a number of objectives or missions for the armies to accomplish. These could be such things as occupying a fortified outpost, liberating a prisoner or blowing up an ammo dump. Once the game ends the player who accomplished the most objectives is the winner. To make this even more interesting you can grade the importance of objectives so that maybe occupying an area is worth 1 point, freeing a prisoner is worth 2 and blowing up the ammo dump is worth 3.

Scenarios

Use on of the scenarios listed at the back of this book and follow the victory conditions there.

Deployment

Before starting a battle players need to place their units in their starting positions on the battlefield. This is known as 'deployment' and the area in which you can place your troops is your 'deployment zone'. If you're playing a specific scenario or a game with particular objectives the deployment zones may vary, one player might be defending a position in the middle of the table for example, see the scenarios at the back of this book for some ideas. For now we'll just deal with a normal game.

The exact size and shape your deployment zones will depend upon the size and shape of your playing area but the idea is to keep some tactical space between the forces. Ideally there should be a distance of at least 24 inches between armies at the beginning of a game. For example if you're playing on a table just specify two opposite sides as deployment zones. Assuming you're playing on a table or similar rectangular area, and you've decided which sides are the deployment zones, you need to deploy your forces. Both players should roll a d10; the player with the highest score gets the choice of deployment zone, the losing player taking the opposite one. Then, starting with the winner, both players alternate, placing one unit at a time in their deployment zones until all units are on the table (see Fig.

Game Turns

In a real battle opposing troops are moving about shooting and fighting simultaneously. In order to be able to play a game we have to be able to split the action up into a series of manageable chunks so that we can keep track of what's going on. We use 'Game Turns' to divide up the action. All games will consist of a series of game turns, during each of which players can do something with each of their units. Each game turn is divided into three phases; these are, in order:

- The Marker Phase
- The Initiative Phase
- The Activation Phase

The Marker Phase

During this phase all markers that are being used are removed, unless otherwise stated.

The Initiative Phase

The initiative phase determines which player gets to use one of their units first. All players should roll 1d10 and the player that gets the highest score wins the initiative. The winner can then go first or nominate one of the other players to go first. In this way the winner can seize the initiative and get into action or wait and see what his opponents do.

The Activation Phase

During each activation phase players take it in turns to make their units carry out various tasks or 'orders'. Units that have not yet done anything in the current activation phase are referred to as 'inactivated'. When a player takes his or her turn they can pick one of their inactivated units to do something. This is known as 'activating' the unit. Once a unit is 'active' the controlling player can make it carry out one or more orders, for example the unit may move, then shoot, then fight in close combat (see the following section on Orders and Order Sequence). A unit that has finished carrying out its order(s) is referred to as 'activated' and cannot be used again in the current game turn. Play then passes to the next player (see below in Order of Play).

Orders and Order Sequence

Units must carry out their orders in a set sequence, and can only perform any particular order once in their turn. For example a unit may only carry out one move order per turn. Any models that do something in a particular part of the sequence (e.g. move) must complete it, before the unit can move on to the next part of the sequence. Units do not have to do anything in a particular part of the sequence, unless compelled to do so within the rules (e.g. models in base to base contact with the enemy must be given assault orders), and in some cases they won't be able to anyway.

The sequence in which orders must be carried out is shown below.

- Move
- Hold
 - Shoot
- Assault

When carrying out an order a unit acts as a team. If one model in the unit carries out an order in a particular part of the sequence (e.g. move or shoot), then, when the unit has completed the order, all the other models in the squad are assumed to have carried it out too, regardless of whether they actually did.

When a unit has finished it's actions it should have an 'Activated' counter placed on it unless it has gone onto a Hold order, in which case place a 'Hold' counter.

Move: A unit carrying out a move order can make one of two types of move, a normal move or a rush move.

- A normal move allows the unit to move a distance up to its MV stat in inches. This doesn't end the unit's turn, unless the player wishes to end it at this point.
- A rush allows the unit to move up to double its MV stat in inches. Completing a rush order ends the unit's turn. Play then passes to the next player. Movement is covered in detail in the movement section later.

A unit that is already in base contact with an enemy unit cannot be given this order. Go directly to assault.

Hold: A unit given a hold order is waiting to see what the enemy does, holding itself poised ready to react to threats. The ways holding units can attempt to react to nearby threats are detailed later in the rules. Placing a unit on hold ends the unit's turn. Play then passes to the next player.

A unit that is already in base contact with an enemy unit cannot be given this order. Go directly to assault.

Shoot: As the name suggests, a unit carrying out shoot orders can shoot at an eligible target unit. Shooting and ranged weapons are covered in detail later on in the relevant section. This doesn't end the unit turn, unless the player wishes to end it at this point. A unit that is already in base contact with an enemy unit cannot be given this order. Go directly to assault.

Assault: Assault is the only order that a unit with models in base contact with an enemy unit can be given. A unit in this situation must be given this order. Other units given this order will attempt to get into base contact with an enemy unit to fight them hand-to-hand in close combat. There are three possible courses of action for a unit carrying out an assault order. They are as follows.

- A unit with models already in base contact with an enemy unit must move more models into contact if possible. Then it must fight a close combat.
- A unit with models already in base contact with an enemy unit can attempt to break off from close combat. If unsuccessful it must move more models into contact if possible. Then it must fight a close combat.
- Other units must charge directly into base contact with an enemy unit, then fight a close combat.

Completing an assault order ends the units' turn. Play then passes to the next player.

Charging, close combat, breaking off from close combat, and any resulting effects are covered in detail later on in the rules.

Order of play

Once a players unit has carried out all the orders he wished it to (or that it had to), the unit's turn is ended. Play then passes to the next player. In multi-player games, play passes clockwise around the table from the first player. This process continues until all of the units on the tabletop have either been activated or given hold orders. The activation phase is then completed and the current game turn is over. The next game turn begins with a new marker phase and the whole process is repeated.

Unit A- Suppressors

Unit B - Prosthenes

Unit C - Prosthenes

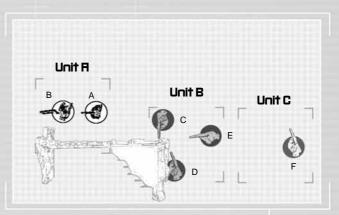


Fig 4 Line of sight

Markers

In larger games you will probably find it useful to place a marker beside units that that have been activated or placed on hold. A marker is a handy reminder of a unit's current state. The Markers supplied in the Void 1.1 Gamebox are specially designed for this purpose. They are also available to buy separately. If you do not have access to these there is a sheet in the back of the book that can be photocopied.

Measuring Distances

Players can measure distances at any time during their turn. When measuring distances from unit to unit, for the purpose of making a charge or shooting, measure from the nearest point on your models' base to the nearest point on the enemy models' base.

Awareness and Line of Sight

Your troops need to be able to see the enemy if they are to shoot at them or charge into close combat. Irrespective of the direction a model is facing it is assumed to be aware of everything on the

battlefield that is not hidden by intervening terrain or other models etc. There's nothing to stop them looking over their shoulders or in the rear view mirror after all.

A model with an unobstructed view of another model is said to have 'line of sight' (LOS) to it (see Fig 4). Having a clear LOS to the enemy is important later when you will want to be able to shoot at them etc. Sometimes it can be difficult to tell whether a model has LOS to another model. In cases like this try to get down to the models eye level, or take a straight line (e.g. the edge of a retractable steel measuring tape or a piece of string) from any point on the looking unit to any point on the target unit.

Members of the same squad are assumed to be acting as a team and making sure they do not block each other's view. The following rule applies.

Squads: Members of the same squad don't block each other's LOS. All other models however, can block their LOS (see Fig 4).

Assuming that all models in this example are SZ 2: Model A may target model C as there is a clear LOS, but a wall blocks LOS to model D. Models C and E block LOS to model F which may therefore not be targeted by model A. Model E may be targeted as, although model C is in the way, models within the same unit do block each other's LOS either way. Likewise model B can also target models C and E.

Grav units and Flyers: These units ignore intervening models for the purposes of LOS, but are still affected by intervening terrain. Likewise Grav units and flyers may be targeted over intervening models.

Also note that the model's SZ stat also affects LOS and the following rule applies: A model may obtain LOS to a target unit over the top of intervening troops that are less than half their SZ stat. Likewise; models may obtain LOS to large models in the same manner. For example: In the above diagram (Fig 4), models A or B would be able to target model F if any of them were SZ 5 or above with the intervening models being SZ 2.

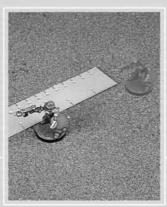
Please note that LOS may **always** be obtained over SZ 1 models by **any** larger models.



An "Activated" unit of Militia



■ A unit of Tactical Androsynths on "Hold"



■ A Viridian Interdict moving



A Junkers Legionary cannot get LOS to the Viridian chain gunner because of the intervening wall

Morale and Command

Although your troops will do their best to follow your orders and destroy the enemy, they are only human (usually). Taking heavy casualties or losing a close combat can cause a loss of nerve. A sudden charge by the enemy, incoming fire or other event can catch them by surprise. Your troops training, determination, speed of reaction and bravery, as represented by their CD stat, will decide how they react in these circumstances. When a unit is in one of the aforementioned situations you will have to check to see whether it manages to keep its nerve or react to the threat. There are three types of check that the unit may have to make; these are a 'Morale Check', a 'Rally Check' and a 'Command Check'. These checks are detailed below.

Morale Checks

Morale Checks are usually taken when a unit has suffered serious casualties or damage to such an extent that they might lose their nerve or become demoralised.

A unit can only ever be forced to take one Morale Check during any particular active units' turn, although this may result in the same unit taking multiple tests throughout the Game Turn. The unit making the check should do so at the completion of the currently active units' turn. The circumstances when a unit must take a Command Check are as follows.

- All Units: (squads and individuals): Check if it has just lost a close combat. This is described later in the close combat section.
- Squads: Check when the number of squad members falls below 50% of the number they started the game with, unless they are currently in close combat. Then check for each subsequent casualty they suffer, except those suffered in close combat.
- Individuals: Check when their wounds (W) drop below 50% of the number they started the game with, unless they are currently in close combat. Then check for each subsequent wound they suffer, except those suffered in close combat.

Sole Survivors

Squads that have suffered such heavy casualties that there is only one member left surviving tend, understandably, to rapidly lose interest in fighting on. A unit consisting only of the last surviving member of a squad is subject to the normal Morale Check rules mentioned above, and in addition is subject to the following rule.

Sole Survivor: Make a Morale Check as soon as the unit is activated, before it carries out any orders.

Making a Morale Check

Units make Morale Checks as a group. To determine whether the unit passes the check roll one dice referring to the highest command (CD) stat of the models in the unit. The Command Table shows the minimum d10 score needed pass.

Command Table

Testers 1 2 3 4 CD Score to Pass

*Note that a natural 1 is always a fail, and a natural 10 is always a pass.

Morale Check results

If the check is passed the unit keeps its nerve. All members of the unit are OK and can carry on as normal. If the check is failed place a 'Panicked' counter on the unit and the following rules apply.

- Sole Survivors: The unit decides enough is enough and heads for the hills (or home) at high speed. It takes no further part in the fighting. Remove the model from the battlefield.
- Other units: The unit's nerve has broken and confusion reigns, they are overcome by panic, see below.

Panic

A panicked unit has lost its nerve; it is no longer capable of any organised offensive action. It is virtually useless and capable only of defending itself in close combat. Panicked units can regain their nerve by making a successful Rally Check. Until rallied they suffer the following consequences.

- Units not currently engaged in close combat are unable to carry out hold, shoot, or assault orders. See the sections on shooting and close combat later.
- The unit cannot reaction shoot. or counter-charge. These are detailed late in the sections on shooting, combat etc.
- The unit cannot carryout a move order that allows it to end up closer to enemy troops.
- The unit suffers a -2 mod to all close combat to hit rolls. See later in the close combat section.

Rally Checks

Rally Checks are taken to try to recover from panic. The unit is attempting to regain its nerve; officers are getting the men back in line etc. A panicked unit 9+ 8+ 7+ 6+ 5+ 4+ 3+ 2+ 1+ 0+ may make one Rally Check each time that it is activated. Make the check as soon as the unit is activated, before it carries out any orders. The following rule applies.

> A unit may not attempt to rally if it is currently engaged in close combat.

Making a Rally Check

As with Morale Checks, units make Rally Checks as a group. To determine whether the unit passes the check roll one dice referring to the highest command (CD) stat of the models in the unit. The Command Table shows the minimum d10 score needed pass.

Rally Check modifiers

The proximity of enemy units can make units that are attempting to rally considerably more nervous. The following modifiers apply to the Rally Check dice roll. The modifiers are not cumulative, use only the worst one.

- -3 if there are any enemy units within short range and LOS.
- -2 if there are any enemy units within medium range and LOS.
- -1 if there are any enemy units within long range and LOS.

Koralon Spidertank

The Spidertanks are perhaps one of the most formidable of the Hybrid war machines. A fused mass of human heads and upper torsos blend into a bloated sack filled with sulphuric acid. This deadly load is siphoned out in jets from two barrel-like pumps, slung low under the body of the beast. It scuttles along on six spine-like legs.

Rally Check results

If the Rally Check is passed the unit regains its nerve and can carry out orders as normal. If the check is failed the unit continues in a state of panic.

Command Checks

Command Checks are usually taken when a unit is attempting to react to the actions of an enemy unit. The specific cir-

cumstances in which a unit should make a Command Check can occur at various times, often at some point during an enemy units turn. These are detailed later, where relevant, in the sections on moving, shooting etc.

■ Junker Legionaries cautiously advance into a Vasa held urban sector





■ A "Panicked" unit of Archangels

As with Morale Checks, units make Command Checks as a group. To determine whether the unit passes the check roll one dice referring to the highest command (CD) stat of the models in the unit. The Command Table shows the minimum d10 score needed pass.

Command Check results

If the Command Check is passed the unit can act appropriately to its situation. If the check is failed its circumstances will dictate the resulting penalties, if any. The results of passing or failing a Command Check are detailed later, where relevant, in the sections on shooting, combat etc.

Movement

This section deals with the movement of normal models travelling on foot; most models involved in your battles will be of this type. Some models (usually vehicles) have slightly different movement rules, but any differences will be described in their own section. In the main this section describes the kinds of movement possible to units that are carrying out move orders, this is the type of move that your troops will most commonly make. There are other kinds of move that are possible, for example: charge, counter-charge, break off and evade moves. These moves are made when carrying out assault orders or as a response to enemy action etc. They will be dealt with later in the sections on shooting and combat etc.

As mentioned in the game turns section, there are two types of move possible to models carrying out a move order: a normal move and a rush. A normal move allows the unit to move a distance up to its MV stat in inches. A rush allows the unit to move up to double its MV stat in inches. Irrespective of which type of move the unit is making the following rules apply to their movement

- Models may not approach within
 1 inch of an enemy model.
- Models may move any distance up to the maximum allowed for the type of move, i.e. normal or rush.
- Models may turn by any amount you wish; there is no penalty for turning.

Squad Cohesion

Unlike individuals, squads operate as a cohesive team, the various members providing support and encouragement to each other. This is referred to as 'Squad Cohesion'. If the squad members become too separated the squad no longer functions as an effective unit. We refer to this as 'Broken Cohesion'.

Check the squads' cohesion when you first activate the unit, before it carries out any orders. The following rules apply.

When a squad has finished moving all the models in it must form an imaginary chain, the distance between one model and the next being no greater than 2 inches.

Squads with members currently engaged in close combat do not have to maintain cohesion. See the section on close combat later. However once they are free of combat they will have to form up again (see Fig 5a, b & c).

Broken Cohesion

If a unit that is not currently engaged in close combat is split up for some reason and its cohesion broken, for example by taking casualties from enemy fire, the following rule applies.

The unit cannot carry out hold, shoot or assault orders until the squad's cohesion is restored, by moving closer together.

Movement and Terrain

As discussed in the section on terrain earlier in this book, terrain can come in a wide variety of different kinds. However the effect of terrain on movement depends only on the terrain type. There are three types of terrain; they are normal, rough and impassable.

- **Normal:** Models moving through this suffer no penalties or other effects.
- Rough: Models count move distances through or over this type of terrain as double the actual distance travelled. For example a model moving through a one-inch strip of thick tangled bushes would treat the distance travelled as two inches.
- Impassable: As implied by the name this type of terrain cannot be moved through at all unless the model has special equipment or training. This would be shown in the models profile.

Shooting

Shooting covers all kinds of ranged combat attacks, from standard gauss rifles, auto pistols and blasters, to high powered plasma weaponry and missiles, it also includes thrown weapons like grenades and even rocks.

Shooting is almost always done by units that are carrying out a shoot order. The only exception to this is when a unit takes a 'reaction shot' in response to the actions of an enemy unit. This is dealt with later in this section. When a unit shoots it almost

Fig 5a Examples of unit cohesion

Fig 5b Examples of unit cohesion





always has to fire all of its weapons at a single target unit, it cannot split its fire between target units. Some special rules do allow you to split fire but they're explained later.

The sequence to follow when a unit carrying out shoot orders wishes to shoot is shown in order below.

- 1.Check Range and LOS.
- 2. Select a Target.
- 3.Roll to Hit.
- 4. Allocate Hits.
- 5.Roll to Damage.

Check Range and LOS

Measure the range to possible target units, checking to make sure that some or all of the models in the shooting unit can draw LOS to some of the enemy models, and that some or all of the members of the enemy unit are in range. Models in the firing unit that can't draw a clear LOS to the target unit can't shoot at all. Enemy models that are beyond the range of the shooting units' weapons can't be hit.

Select a Target

A unit carrying out shoot orders almost always selects the nearest enemy unit in LOS that is not in close combat with a friendly unit as its priority target. To the troops on the ground the nearest enemy is always the most threatening (see Fig 6a). This is the target it will shoot at unless any of its members have special rules allowing them to override normal target priorities, for example: the 'Tactical Awareness' special rule. These will be shown on the models' profile, and are detailed in the special rules section later.

The only exception to this rule under normal circumstances, i.e. other than allowed for by a "Special Rule" such as 'Tactical Awareness', is if the nearest enemy unit within LOS is in 'cover'. If this is the case then the unit carrying out shoot orders automatically has the option of whether to target this unit, or the nearest enemy unit within LOS that is not in cover (see Fig 6b).

Once a target unit has been decided, turn the models in the unit to face their target. This doesn't apply to some of the less manoeuvrable units (usually vehicles) but this is detailed later.

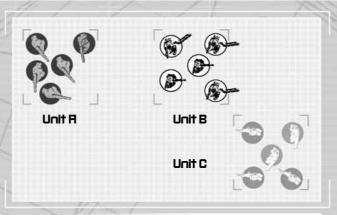


Fig 6a Selecting a target

Unit A has a clear LOS to both units B and C. However, as both units are in the open unit A may only target Unit B as it is the nearest enemy unit. Unit A, under these circumstances, could only target unit C with the benefit of a special rule such as 'Tactical Awareness'.

Unit A - Prosthenes Unit B - Suppressors Unit C - Militia

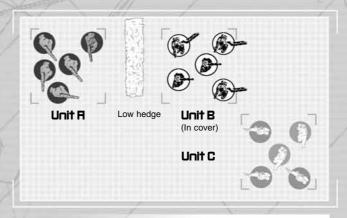
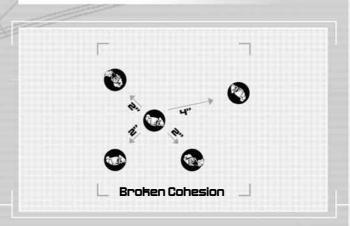


Fig 6b Selecting a target

In this example, although unit A has a clear LOS to both units B and C, unit B is in cover so unit A may elect whether to shoot at them or, instead, to shoot at Unit C as it is the nearest enemy unit not in cover.

Unit A - Prosthenes Unit B - Suppressors Unit C - Militia

Fig Sc Examples of unit cohesion



Roll to Hit

To determine whether the shooting unit hits its target roll a d10 for each shot. Normally each trooper will only get one shot; however certain weapons allow their user to fire more than once, and some heroes, monsters etc are capable of multiple shots. Weapons are covered in detail in the appropriate Force Books. To keep things simple for now, just assume that each model only fires one shot. When a unit shoots you can roll the 'to

When a unit shoots you can roll the 'to hit' dice one at a time, or all together using different coloured dice to represent different weapons or models. As long as you and your opponent are clear on which rolls are for which weapons it's entirely up to you.

The dice score needed to hit depends on how good a shot the shooter is. The models' shooting stat (SH) indicates this. The Shooting Table shows the d10 score needed to hit the target.

Shooting Table

Model's SH	1	2	3
Score to Hit	9+	8+	7+

*Note that a natural 1 is always a fail, and a natural 10 is always a pass

4

6+

5

5+

ability. However you do not get to choose the specific models that are hit. The troops comprising a unit are not telepathically linked to their commander, and may have their own reasons for shooting at particular models in the target unit.

To simulate this, and to prevent unscrupulous players constantly targeting the leaders and support models in squads, once the number of hits has been determined; the owner of the target unit allocates them amongst the units members. When allocating hits among models the following rules apply.

Hits must be distributed evenly among valid models. That is those that are in range of the shooters, and that have LOS to the shooting unit (remember, members of the same squad don't block each others LOS, so there's nothing to stop you allocating hits to models in the rear ranks). Allocate one hit to each; if there are more hits than valid models allocate one hit each,

6

4+

then start over again, allocating a second hit to each and so on (see Fig 7a). If valid models in a target unit fall into two or more of a weapons range bands, distribute hits among those in the shortest range band first, once they all have one hit each, move on to the next range band and so on. Range bands are explained later in the section on weapons (see Fig 7b).

If there are some valid models in cover, and some outside, allocate hits to those outside cover first, once they all have one hit each, move on to those in cover. See later in this section for an explanation of terrain and cover (see fig 7c).

Roll to Damage

Just because a shot hits its target does not mean that the target is taken out of action. Not all hits cause damage to their target. Even if your shot does damage, many creatures and machines can absorb quite a bit of

Fig 7a Allocating hits

Cannot

9	10
1+	0+

To Hit modifiers

Whether or not the shooting unit moved this turn and the size of the target models being shot at will affect the chances of scoring a hit. The 'to hit' dice roll modifiers are shown below.

- -1 Shooting unit carried out a move order
- -1 Target unit travelled more than 14 inches in its previous activation.
- 1 Size 1 target
- +1 Size 4-5 target
- +2 Size 6-7 target
- +3 Size 8-9 target
- -2 Speculative Shot (see later)

Where a unit has figures of varying sizes you will need to determine what modifier to use. In this situation use size that occurs most in the unit.

This is the last message I'll be able to send, I'm already...I've already changed. We used triple containment envelopes, double-redundancy pass key security measures, and the scientists themselves showed the utmost respect for the sensitive nature of this work. Still we failed, and now the entire station is lost to this pathogen. I can hear the others in my mind, whispering at the edge of my consciousness, they...we're all lost to ourselves now. Send a ship and vaporize this place, even if you opened it all to hard vacuum something would survive...

8

-alleged last transmission from the Burnes-Talbot research outpost, Riiga System, deleted from public access web

Unit A - Strike Commandos

Unit B - Militia

Can be hit

Unit F

Limit of Unit A's range

Allocate Hits

When your units carry out shoot orders they do so to the best of their

punishment before being destroyed or rendered inoperative. The more powerful the weapon that hits the target, the more chance of the hit causing damage.

Similarly, the tougher the target is, the more chance it has of surviving a hit unscathed. Normally, to determine whether hits cause damage you roll 1d10 for each hit. However some very powerful weapons allow you to roll 2d10 or more per hit. Weapons are covered in detail later in their own section. To keep things simple for now though, just assume that you roll 1d10 per hit.

To determine whether a hit causes damage to its target you need to compare the damage (Dam) stat of the weapon with the toughness (T) stat of the target. Don't worry about specifics just now, but as an example the standard Viridian marine Gauss Rifle has a Dam of 5.

In order to discover the chance of damage being caused you need to refer to the Damage Table below. Cross-reference the damage (Dam) of the weapon with the toughness (T) of the target. The number shown where they intersect indicates the d10 score needed to cause damage.

Damage and Casualties

Each successful damage roll inflicts one wound on the target model. The number of wounds a model can absorb before being killed or incapacitated is indicated by their wounds (W) stat. Most models only have one wound so a single successful damage roll will take them out of action, remove such casualties from the battlefield.

Some particularly resilient or tough models, for example heroes, large monsters and machines, have more than one wound. In such cases the way that wounds are absorbed and models removed as casualties depends on whether the unit is an individual or a squad.

Individuals: When an individual suffers a wound deduct it from the models

total. Note down the number of wounds it has remaining, or indicate it with a marker beside the model. Once the model loses its last wound it is killed, remove it from the table.

Squads: When a squad containing models that have multiple wounds suffers damage remove whole models as casualties, carrying over left over wounds. Note down left over wounds, or indicate them with a marker beside the squad.

For example, assume a squad of four models with two wounds each suffers three wounds from incoming fire. One model should be removed as a casualty, and the left over wound noted down or indicated. If the squad later receives another wound, this will be enough to cause another model to be removed as a casualty.

Damage Table

Weapon's Damage		Target's Toughness (T)									
(DAM)		2	3	4	5	6	7	8	9	10	
1	6+	7+	8+	9+	10	10	10	10	10	10	
2	5+	6+	7+	8+	9+	10	10	10	10	10	
3	4+	5+	6+	7+	8+	9+	10	10	10	10	
4	3+	4+	5+	6+	7+	8+	9+	10	10	10	
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10	
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10	
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+	
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+	
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+	
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+	

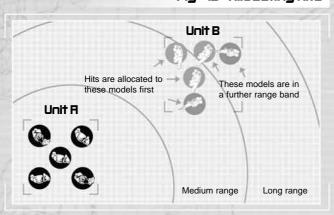
^{*}Note that a natural 1 is always a fail, and a natural 10 is always a pass.

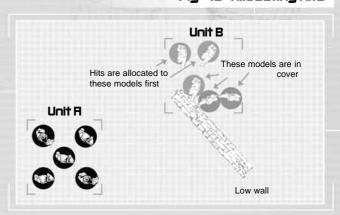
A "Wounded" Viridian Terrasaur



Fig 7c Allocating hits

Fig 7b Allocating hits





Templates

Some weapons when fired affect large areas rather than just single models.

They differ from normal weapons by using a template to determine which models the shooter hits. Weapons of this type can be very powerful, and are often carried by squad support models. Examples of weapons that use templates are flame-throwers and grenade launchers. There are two types of template, 'directly placed' and 'ranged'. All aspects of these weapons are covered in detail in their own sections later.

These templates can be found either at the end of this book, in the Void 1.1 Gamebox or can be purchased separately.

Directly Placed Templates

Directly placed template weapons use a teardrop shaped template that is relatively short ranged, but affects all models within its area of effect indiscriminately. A flame-thrower is an example of this kind of weapon.

You do not need to roll to hit with a weapon of this kind. Place the template so the narrow end is touching the front face of the firing models base, and the rest is covering as many enemy models as possible. All models whose bases are covered or partially covered by the template are automatically hit. Make damage rolls for them as normal.

Ranged Templates

Ranged template weapons use a circular template. As the name implies they can operate at reasonable ranges. Examples of ranged template weapons are grenades, grenade launchers and mortars.

Roll to hit as normal, if a hit is scored both you and the target units' player roll 1d10, the player getting the highest score allocates the hit on the target unit.

Centre the template on the allocated model. All models whose base are covered or partially covered are automatically hit. Make damage rolls for them as normal.

If a ranged template weapon misses it will still affect an area somewhere nearby, although not the one intended. Such a shot has strayed off target. It's important to know where stray shots land, they can often drift into other (sometimes friendly!) units. Use the following procedure to find out where it goes.

- The target units' player nominates one of the models in the target unit as the original 'aiming point' for the shot, following the same rules as for allocating a normal shooting hit.
- Roll 1 d10, the shot will deviate in the direction that the dice is pointing.
- The shot will then go a random distance in that direction depending on what range bracket the target was in:

 Short:
 1 d10

 Medium:
 2 d10

 Long:
 3 d10

 Extreme:
 4 d10

This gives the distance that the shot deviated by in inches. Irrespective of the dice result the shot cannot deviate by more than half the measured distance between the shooting model and the aiming point.

- Centre the template on the point where the shot strayed to as generated above.
- Make damage rolls for models covered as normal.

Speculative Shooting

Speculative shooting allows a unit to shoot over intervening terrain or other objects that lie between them and their prospective target, and is very useful for keeping your enemy on his toes. This might involve chucking grenades over a wall or launching mortar shells over a hill. Whatever the case, a unit taking a speculative shot is attempting to land it in an area they cannot see, but that they suspect contains enemies.

- Speculative shooting is only possible to units that contain models that can override normal target priorities. This will be shown in their profile, see later in the special rules and appropriate force books.
- In order to fire a speculative shot, the model attempting to shoot must first take a CD Test. If it is passed the model may proceed normally with the shot. If it is failed the model may not shoot this turn as the model has confused itself trying to calculate the trajectories involved.
- Speculative shooting is only possible to models equipped with indirect fire ranged template weapons. See the section on weapons in the appropriate force book for more details.

• The shooting unit does not require LOS to the target unit.

Both the shooting model and the target model must be at least half as far from the intervening object as the object is high.

Treat the shot as a normal ranged template shot with all of the normal modifiers being applied, with the following exceptions: there is a -2 to hit modifier, and the target units' player always allocates successful hits.

Speculative shooting cannot be employed by models within an area of woodland or a roofed building (the results of the latter would be disastrous).

Evading

Units that are the target of any incoming indirect fire often get enough warning to attempt to get out of the way. Grenades are relatively slow and often have a delayed fuse, while mortars and the like have a distinctive whistle as they descend towards their unfortunate targets. Inactivated and holding units can attempt to evade the incoming ordnance. The following rules apply.

- After the hit has been allocated, but before damage rolls are made, the target unit can make a CD Check to evade if the controlling player so wishes. If the check is failed make damage rolls as normal.
- If the CD Check is passed play passes temporarily to the target units' player. Mark the position of the model that was allocated the hit. The target units' player can then move all models in the unit their MV stat in inches towards the nearest outside edge of the template to try to get them away from the weapons effects. Once all models have been moved centre the template on the marker. Make damage rolls as normal for any models still under the template.
- An evading unit need not necessarily maintain 'squad cohesion' as the members of that scramble for cover, but bear in mind that they will need to move in order to restore cohesion when next activated.
- Irrespective of the checks' result the target unit counts as having been activated and completed its turn. It can do nothing further in the current game turn. Play then passes back to the original player.

Shooting into a Close

Shooting into a close combat that involves

one of your own units is not generally a good idea; the chances of hitting your own side are high. However for those of you who don't mind mowing down your own troops, here's how to do it. Treat the shooting as you would normally, with the following exceptions.

- The unit you wish to shoot with must make a successful CD Check in order to do it; your troops are naturally reluctant to endanger their comrades. If the check is failed they don't shoot, and may not shoot this turn.
- For the purposes of hit allocation all friendly models in base contact with enemy models count as being part of the target enemy unit. Subject to all the normal hit allocation rules, every second hit, starting with the first, must be allocated to a model in the shooting players' unit involved in the melee.
- If you are shooting with a template weapon, place the template normally and count the number of models under the template. That is how many hits are allocated to the models involved in the melee. Hits are not strictly allocated to the models under the template, but as per the rules in the above paragraph as if the hits were caused by conventional fire.

Reaction shooting

Units that are specifically keeping a look out for threats and approaching enemy units can often get in a preemptive strike before the enemy can act. Such units can attempt to let off a hail of bullets at an enemy unit that comes too close. The following rules apply.

- A holding unit can make a CD Check to reaction shoot at any enemy unit that completes a move order within short range of it. If the check is failed the holding unit fails to react.
- If the CD Test is passed play passes temporarily to the holding units' player. Turn the models in the holding unit to face the enemy unit and work out the shooting and its results as normal.
- Irrespective of the checks' result the holding unit counts as having been activated and completed its turn. It can do nothing further in the current game turn. Play then passes back to the original player.



Example of directly placed templates



■ Position a ranged template over the centre of the target model



■ Position a directly placed template at the base of the firing model

Terrain and Cover

Many things can provide cover for your troops. Terrain in its various forms can prevent them from being seen and can give them protection by absorbing some incoming fire. Terrain interferes with an enemy's ability to harm your troops in one of two ways, by blocking LOS or by conferring a 'cover save'.

Blocking LOS

Usually it will be pretty obvious when an intervening piece of terrain blocks LOS, because in the case of a hill or building for example, you won't be able to see the target! However there are some not so obvious terrain types that can also block LOS. Areas of woodland, jungle, dense bushes etc also block LOS, but to a lesser degree.

We suggest that before you start a battle you agree with your opponents how dense the areas of terrain represented actually are. For dense jungle visibility is four inches, for normal woodland six inches, and for sparse scrubby areas eight inches. It's entirely up to you to decide which of these the terrain depicts, but unless otherwise agreed before the game, assume six inches. Whichever you decide on, troops in these types of terrain will become more difficult to see the further they are into the area. For the purposes of the following example we will assume that we are talking about an area of woodland with a visibility of six inches. Use it as a guide for all areas of this type. The following rules apply.

- Models inside the area, and within six inches of the edge of the area can see and be seen by models outside the area on that same side.
- Models inside the area can see and be seen by other models inside the area that are within six inches.

- Models outside the area on one side cannot see through the area to models that are outside the area on the other side, no matter how narrow the area is.
- Models inside one area of woodland cannot see models within a second area of woodland across an intervening gap, irrespective of how close they are to the edge of their respective areas.

Cover Saves

Cover saves are provided by terrain that is fairly substantial and partially obscures your troops from view. Your troops can still be seen by the enemy and can therefore be targeted, however the objects they are behind or the area they are within may absorb some damage and offer them protection. For example, if a trooper is crouching behind a wall firing, he can still be seen and shot at, but some of the bullets destined for him could end up embedding themselves in the wall instead (much to his relief). As a general rule, if a model is partially obscured behind something substantial it is in cover and can claim a cover save accordingly.

There are three types of cover: soft, hard and fortified. It is up to you to decide which type of cover is conveyed by which items of your terrain but you can use the following as a guide.

Soft: wire or wood fencing, wooden crates, furniture, large open windows or doorways and craters.

Hard: jungle or woodland, brick walls, oil drums large rocks, bits of machinery, corners of buildings, un-fortified trenches and dugouts.

Fortified: inside bunkers, buildings and military grade enclosures with fairly small apertures.

The following rule applies.

- If a model in soft cover receives wounds, roll 1d10 per wound. On a score of 10+ the wound is ignored and the model suffers no harm.
- If a model in hard cover receives wounds, roll 1d10 per wound. On a score of 8+ the wound is ignored and the model suffers no harm.
- If a model in fortified cover receives wounds, roll 1d10 per wound.
 On a score of 6+ the wound is ignored and the model suffers no harm.

The possible types of cover are too numerous to list and the possibilities and choice are yours, but, unless otherwise agreed before the game, assume 8+.

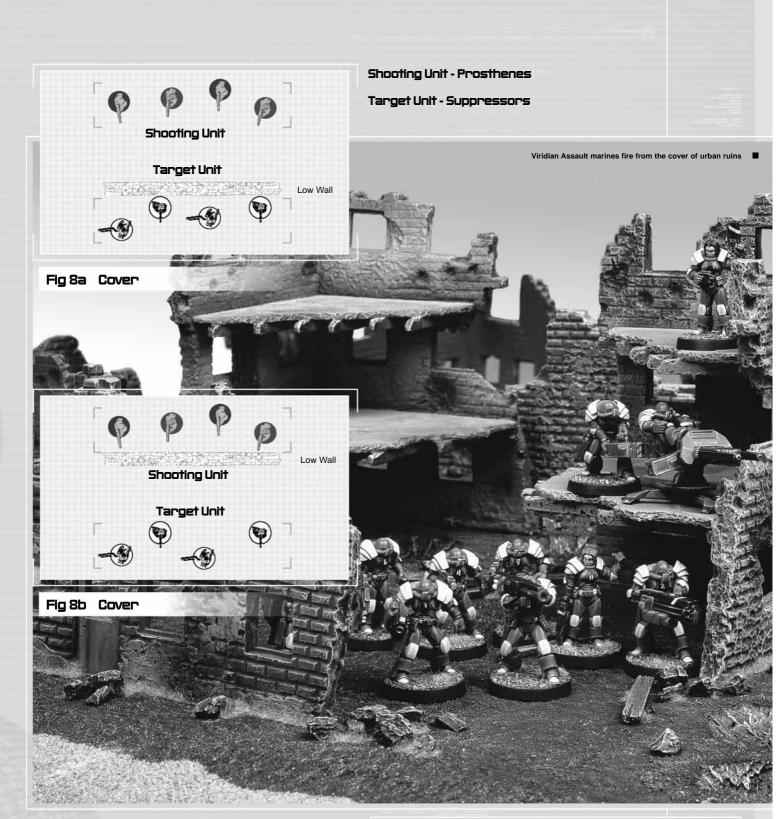
Large models are less likely to benefit from cover saves that their smaller compatriots and the following rule applies.

For every two points of SZ above SZ2 that the target model has, the effectiveness of the cover save is reduced by one to a minimum of negating the cover save entirely.

Whether models are in cover or not largely depends on the relative positions of the models to the cover in question. It is largely a matter of common sense to determine whether or not a unit would benefit from a cover save, but as a guide please see Fig 8a and b.







In the examples above we have two similar situations. Both the shooting and target units have the same formation in each situation, and there is intervening "cover" in the form of a low wall in both. However, whether or not the target unit gains any benefit from the cover is very different in the two situations.

In Fig 8a) the Target unit is up tight behind the wall and could conceivably duck behind it as cover. They would therefore benefit from a cover save against incoming fire. This could also be argued if the wall were equidistant to the two units.

In Fig 8b), however, the Shooting unit are tucked up behind the wall and would have an absolutely unobstructed view of the target. Therefore the target unit would not benefit from any cover save at all.



Weapons

The variety of weapons available in the universe is vast. Human technologies have developed a wide array of weapons ranging from the common autopistol and the standard issue marine gauss rifle to the high-energy laser pulse rifle and the brutally effective rotary mass driver. The exotic Koralon race wield strange symbiotic blades and powerful staves that seem to resonate with the forces that bind the dimensions. This section describes the powers and abilities of the weapons that your forces bear into battle.

Weapon Profiles

A weapon's profile contains all the information needed to use it in the game. The profile shows how a weapon performs on the battlefield. They represent a weapon's strengths and weaknesses with a set of statistics that define how accurate and powerful the weapon is. You will find profiles for all the weapons your troops can use in the armoury list section in the relative Force Book for the army you are using. Weapon profiles are all presented in the same basic format, see below.

Gauss Rifle

Gauss Rifles are the favourite standard issue weapons of most armies across the galaxy. Effective up to medium range, they are hard-hitting and reasonably accurate. Gauss technology was an offshoot of VASA magnetic field research, and uses a so-called 'Gauss Field' to fire projectiles. The barrel of a gauss rifle contains a powerful magnetic rail, activated when the trigger is pulled. This lifts steel flechettes out of the magazine and accelerates them towards the target at hypersonic speed.

CC		S	hort	Med	dium	Lo	ng	Ext	reme
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-1	5	0	5	0	5				

Type: 2 handed Special Rules: None

The Weapon Stat Line

A weapon's stat line is a row of characteristics that show the weapon's capabilities at a variety of ranges from their target. For game purposes we have split weapon range into five 'range bands'. The five range bands are CC, Short, Medium, Long and Extreme.

CC: This shows the weapon's capabilities when the model using it is in base contact with an enemy model and is fighting hand to hand in close combat.

Short: This shows the weapon's capabilities when the model using it is shooting at an enemy model at distances of up to 12 inches (short range).

Medium: This shows the weapon's capabilities when the model using it is shooting at an enemy model at distances beyond 12 inches and up to 24 inches (medium range).

Long: This shows the weapon's capabilities when the model using it is shooting at an enemy model at distances beyond 24 inches and up to 36 inches (long range).

Extreme: This shows the weapon's capabilities when the model using it is shooting at an enemy model at distances beyond 36 inches and up to 48 inches (extreme range).

Weapon Capabilities

Weapons come in a vast array of different shapes and sizes, from small pistols to heavy chain guns and rocket launchers. Some weapons are particularly accurate or rapid firing, while others can inflict terrible damage. A weapon's capabilities within a particular range band are shown in two columns: 'To Hit' and 'Dam'. If a weapon has no entry in these columns for a particular range band, then the weapon has no capability at that range

and the bearer must use a different

weapon if he has one.

To Hit: This shows how accurate the weapon is, and how many hits it is capable of inflicting.

The accuracy of a weapon is expressed as a modifier e.g. +1, -1 etc. This modifies the d10 'to hit' roll of the user when attempting to hit an enemy model. A plus modifier is good, a minus one isn't and a "0" denotes no modifier to hit for that weapon at that range.

If a weapon is capable of inflicting more than one hit this is expressed as a number in brackets e.g. (x2), (x3) etc. This shows the number of d10s the user should roll when attempting to hit an enemy model. Each successful roll scores one hit, which, in the case of more than one successful hit, will be

allocated amongst the target unit following the usual hit allocation rules.

Damage (Dam): This shows how powerful a hit scored with the weapon is, and how many wounds a successful hit can inflict.

If the weapon is a firearm or similar, its power is normally expressed as a number e.g. 4, 6 etc. High numbers indicate a more powerful weapon. This is compared to a target's toughness to determine whether damage is caused.

If the weapon is a melee weapon of some kind, its power is normally indicated as a modifier to the users strength e.g. ST+1, ST+2 etc. This modifies the d10 'damage' roll of the user when determining whether damage is caused.

If the weapon is capable of inflicting more than one wound with a successful hit this is expressed as a number in brackets e.g. (x2), (x3) etc. This shows the number of d10s the user should roll when determining whether damage is caused. Each successful roll causes one wound but multiple successful rolls to damage from the same hit are only allocated to one enemy model.

Weapon Type and Special Rules

A weapon's type and special rules provide all the other information you will need to enable your troops to perform at their best in battle. The various types are as shown below, special rules cover unique capabilities and modes of operation.

One-Handed: One-handed weapons are relatively light low powered weapons; troops can use one in each hand to gain a bonus in close combat.

Two-Handed: These weapons require two hands to use them; gauss rifles and the like fall into this category. They tend to be more accurate and longer ranged than one-handed weapons, but less useful in close combat.

Armour Piercing: These weapons are primarily designed for use against vehicles and other large heavily armoured targets. They tend to be inaccurate when used against small targets. A weapon of this type will be stated as being 'Armour Piercing 5', or 'Armour Piercing 7' etc. The number is a negative modifier to the d10 'heavy armour

save' dice roll conferred by the 'heavy armour' special rule, e.g. armour piercing 5, deducts 5 from the d10 saving roll. Heavily armoured vehicles etc all have the heavy armour special rule.

Incendiary: Incendiary weapons envelop their targets in liquid fire that continues to burn and cause damage. When rolling to damage a model that has been hit by an incendiary weapon, a successful damage roll allows a subsequent roll, if this too is successful another can be made. This goes on until a damage roll is failed or until a Heavy Armour roll is made successfully, at which point the flames go out, and no more rolls are made. Only remove casualties once the incendiary weapon has run out of impetus as this demonstrates the chance of other models catching alight as the originally hit models flail about in a desperate attempt to put out the fire - for example: a unit of 5 models is hit by an incendiary template. Three wounds are caused and not saved against. Three extra damage rolls are made. One successfully wounds. One further damage dice is rolled which fails to wound so the flames have finally dispersed. The total amount of wounds caused on the unit is four. Casualties are then removed. This becomes more important when dealing with units of models with more than one W.

Indirect Fire: These are weapons that do not need LOS to the target unit. Often useful for probing suspected enemy positions and flushing out dug in troops.

Melee Weapon: Melee weapons are used to physically hit the enemy. This is the most basic type of weapon. Knives, blades, claws and teeth are all melee weapons.

Mounted: Mounted weapons are those that are too heavy to be carried by normal troops. They are either mounted in vehicles or on collapsible bipods and tripods. If not vehicle mounted they will be crewed by a team of troopers.

Template Weapon: These are area effect weapons. Instead of rolling to hit in the normal way, a template is used to determine the models that are hit by a firing unit. They cannot usually be used in close combat. The rare ones that can be used in close combat don't use the template, but use the capabilities shown for the CC range band instead, just like a normal weapon. Models in cover that are hit by a template weapon suffer -2 modifier on their D10 cover save roll and shields do not confer any bonuses against hits caused by template weapons.



Vasa Shuriken Guard

Praetorian Guard

Praetorians are the elite troopers of the Junker legions, drawn from the ranks of the legions for displaying battle prowess and courage. They are fearless and loyal and fight with fanatical devotion knowing no other way of life. They are distinguished from other legionaries by their tall crested helmets.



Close Combat

Close combat includes all kinds of close up and hand to hand fighting.

Combatants may be using melee weapons like combat knives or other blades, fighting with natural weapons like teeth or claws, or dodging about taking snapshots with firearms. Close combat is can only ever be initiated by units that are carrying out an assault order. The sequence to follow when a unit carries out assault orders is shown in order below

- 1. Make Assault Moves
- 2. Fight the Combat
- 3. Determine Combat Results

Only weapons with an entry under 'CC' in their stat line may be used in close combat. Models involved in close combat that are not equipped with a weapon that has a 'CC' entry are assumed to fight using 'Improvised Weapons'.

Assault Moves

Assault moves are the only way that a unit that is carrying out assault orders can get into or out of combat with an opposing unit. There are three possible types of assault move. The ones available to a unit depend on whether the unit is already in base contact with an enemy unit. The three types of move are 'charge', 'close' and 'break off'.

Charge

A unit with assault orders that is not currently in base contact with an enemy unit must make a charge move if possible. Charging units move forwards aggressively and attempt to come to grips with the enemy in order to engage them in close combat. Charging models can move up to their MV in inches in order to contact the enemy. Measure the distance between your models and the nearest model in an enemy unit, if none of them can reach it you can't charge. Leave your unit where it is. If at least one of your models can get there the following rules apply.

Move as many of the models in the attacking unit as you can directly into base contact with enemy models. Start with those closest to the enemy. Attempt to get them into base contact with unengaged models, only doubling up if this is not possible. Models that cannot get into base contact must move their full MV in order to get as close as possible.

Close

A unit that is already in base contact with an enemy unit and not wishing to 'Break off' (See later) must make a close move if any of its models are unengaged. Closing units on both sides of the combat are attempting to bring more of their members into the fray.

 Move as many of the unengaged models in the unit as you can into base contact with enemy models. Start with those closest to the enemy. Attempt to get them into base contact with unengaged models, only doubling up if this is not possible. Models that cannot get into base contact must move their full MV in order to get as close as possible.

Break Off

A unit that is already in base contact with an enemy unit engaged in close combat can attempt to make a break off move. Units attempting a break off move are trying to extricate themselves from the close combat (not always easy). A unit must make a CD Check in order to break off. If the check is failed the unit cannot break off and must make a close move as detailed above instead (unless all models are engaged) and fight the round of close combat as normal. If the CD Check is passed the following rule applies.

The models in the breaking off unit can be moved up to their full MV away from the enemy models. Before moving the models away, enemy models in base contact get their normal number of attacks on the breaking off model.



Vasa Archangels ambush Viridian marines

Fight the Combat

Normally close combat is simultaneous. Even as your troops are attempting to kill the enemy, their opponents are trying to do the same to them. However charging, counter-charging and some other situations or special rules can effect how quickly a model can make their attacks; this is a big advantage because a dead enemy can't strike back!

Before you fight the combat you need to determine which models can fight, and whom can they attack.

Who can fight

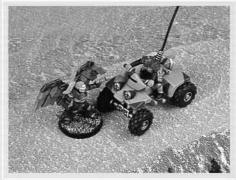
In most circumstances a unit that is attacked in close combat can fight back. It doesn't matter whether it has previously been activated, or has yet to do something in the current game turn. If you run up and hit them, they're usually going to hit you back. The following rules determine who can fight.

- All attacking models that are in base contact with one or more opponents can fight.
- A unit that is attacked in close combat gets to fight back against the first enemy unit that attacks it in the current game turn. All defending models that are in base contact with one or more opponents can fight. If another unit subsequently attacks it, it does not get to fight back regardless of whether the individual models involved actually fought in the first close combat.

If the unit that is attacked has not already been activated then the unit still counts as being inactivated. If the attacking unit survives the combat with models in base-to-base contact with the defending unit then the defending unit must be given assault orders when it is finally activated. If the attacking unit is wiped out, or no attacking models remain in base-to-base contact, then the defending unit is free to activate as it wishes on its activation.

Allocating Attacks and Hits

Because models in close combat are in base contact with specific opponents they must allocate their attacks, and therefore successful hits, only to those models (see Fig 9). If your model has multiple attacks and it is in base contact with more than one enemy model you can split your attacks between them. If units contain models with varying weapons and skills you'll have to remember to keep track of who is hitting whom.



Vasa Shuriken Guard in combat with a Junkers Dune Raide

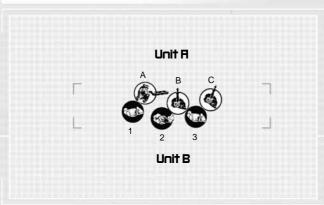


Vasa Commander X and Void Knight of the Fury



Viridian Infantry Support Behemoth





Unit R - Suppressors Unit B - Strike Commandos

In this example, models A and 1 may only allocate their hits against each other. Model 2 can only hit model B and model C can only hit model 3. Models B and 3 have the choice of whether to allocate their attack against 2 or 3 and B or C respectively. If either model B or 3 had multiple attacks (through the special rule or through a weapon that causes multiple 'Hits' they could choose to allocate hits to both enemy models in base-to-base contact, or all hits against the same model.







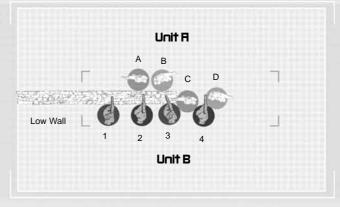
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The captain of a small trading vessel confirmed our suspicions regarding the disappearance of the colonising module outbound from Tailex Delta to the Byrne asteroid belt. Captain Benedict of the Far Crosser turned over his navicomp data in exchange for our tacit agreement to ignore certain questionable cargoes in his hold. His data confirms that the module was intercepted by the Thanatos class star factory Vorax Gluto, presumably recycled and its crew enslaved. We have decided not to press the issue.

Unit R - Militia Unit B - Prosthenes Fig 10 Terrain and Close Combat



In this example unit A is charging unit B which has not Counter Charged. Models A and B lose their charge bonuses and will hit after models 2 and 3 as models 2 and 3 are defending intervening terrain, i.e. defending cover. Models C and D do not lose their charge bonuses and so strike in the normal sequence. Please note that model C can attack either model 3 or 4 with the normal strike sequence, as there is no intervening terrain, or cover, to be defended.



Charge bonuses

Units that charged into contact with the enemy get an advantage in combat. Their momentum and aggression give them a temporary advantage over their foes. Charging units get to make their attacks before the defenders in combat and gain a +1 modifier to their d10 to hit rolls.

Counter-charging

Units that are alert and on the look out for approaching enemy units can sometimes react quickly enough to counter-charge an incoming charge, and so equalise the odds. A holding or inactivated unit can make a CD Check to counter-charge an enemy unit that has charged it. The following rules apply.

- After the attackers have been moved into contact make a CD Check. If the check is failed the unit did not react fast enough. No counter-charge took place and the unit fights as normal
- If the CD Check is passed the unit counter-charged, move them into contact with the enemy as though they were charging. They gain the same bonuses as a unit that charged. This means that attacks are once again considered to be simultaneous; both units however retain the +1 modifier to their d10 to hit rolls.
- Irrespective of the checks' result the unit counts as having been activated and completed its turn. Once combat has been resolved it can do nothing further in the current game turn.

Hitting First

In combats where some models get to attack before their opponents you should work out any hits scored and damage caused by them before any other models get to roll to hit. Models killed or destroyed by the damage they cause should be removed, and do not get to attack back.

Striking Order

To summarise when models attack in close combat, hits are worked out strictly in the following order.

When charging the sequence is:

- Models with the Strike First special skill who have charged, unless successfully counter charged by a model with the same skill in which case these attacks are worked out at the same time.
- Models with the Strike First special skill who have successfully counter charged a model without that skill.
- All other models who have charged, unless successfully counter charged in which case these attacks are worked out simultaneously.
- All other models.

In an already established close combat the sequence is:

- Models with the strike first skill.
- All other models.

Any exception to this order will be specifically stated in its own section.

Using two Weapons

Models equipped with two one-handed weapons that are capable of being used in close combat, for example two pistols, are dangerous close combat opponents. They gain a bonus of +1 on their to hit and damage d10 rolls.

Attacking Panicked Troops

Panicked troops do not perform well in close combat; they are usually too shaken and confused to put up much of a fight. Any models attacking panicked troops in close combat gain a bonus of +2 on their d10 to hit rolls in addition to any other bonuses that may apply such as charging.

Terrain and Close Combat

Terrain that provides cover, as described in the section on shooting, is also extremely helpful to any occupying troops that are charged by the enemy. It provides a very strong defensive position. The following rule applies.

If a model charges an enemy model that is occupying an area of cover from outside the area, or charges from the opposite side of a defended object (a wall for instance), all its charge bonuses are lost. In addition the defending unit gets to attack before the attacking unit (this is out of the usual sequence for striking order) and a +1 modifier to its d10 to hit rolls. This rule only affects the actual models charging the models defending cover, and the actual models that are defending cover (see Fig 10). Remember, this is in the first round of combat only.







11....

Knight of Spirit

Knights of the Spirit are power psychics, able to plant telepathic suggestions, predict the future and even manipulate matter with their minds. Many fear the Spirit Knights and those who have stood against them in battle recount experiencing terrible visions and past nightmare when in close proximity to them.



Rolling To Hit

Unless one side is getting to attack first combat is simultaneous. However for simplicity it's usually best for one player to roll his attack dice and determine the damage caused before his opponent does so. We usually let the player whose unit carried out the assault orders go first, but it's entirely up to you.

Any models that are killed or destroyed but were eligible to fight are still allowed to roll attack dice before being removed from play. Perhaps indicate such models by turning them around, laying them on their side or placing a Wound marker by them. To determine whether the attacking unit hits its opponents roll a d10 for each attack. Normally each trooper will only get one attack, however some heroes, powerful monsters and machines get multiple attacks. Also certain weapons allow their user to attack more than once. Weapons, heroes,, monsters etc are detailed in their respective Force Books. To keep things simple for now, just assume that each model only gets one attack.

When a unit fights you can roll the 'to hit' dice one at a time, or all together using different coloured dice to represent different weapons or models. As long as you and your opponent are clear on which rolls are for which weapons it's entirely up to you.

In close combat the more skillful an attacker is the more chance it has of scoring a hit. Similarly, the more skillful a defender is the more chance it has of fending off the attack. A models assault (AS) stat indicates its skill in close combat. Comparing the opposing model's close combat skills will determine the chance of a hit.

In order to discover the chance of hitting you need to refer to the Close Combat Table above. Cross-reference the Assault (AS) stat of the attacker with the Assault (AS) stat of its opponent. The number shown where they intersect shows the d10 score needed to get a hit.

To Hit modifiers

- -2 Unit is panicked
- +1 Unit charged or counter-charged
- +1 Using a 1 handed weapon with a 'CC' entry in its stat line in each hand
- +1 Defending Cover
- +2 Opponent is panicked

Close Combat Table

Attack Assau				Defender's Assault (AS)						
(AS)	1	2	3	4	5	6	7	8	9	10
1 ′	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

*Note that a natural 1 is always a fail, and a natural 10 is always a pass.

Rolling to Damage

Just as with shooting, hitting your opponent in close combat doesn't guarantee a kill. The more powerful the weapon, or the creature, that hit the target the more chance of the hit causing damage. Similarly, the tougher the target is, the more chance it has of surviving a hit unscathed.

To determine whether a hit causes damage to its target you need to compare the damage (Dam) stat of the weapon, or the strength (ST) of the attacking model, with the toughness (T) stat of the target. Weapons are covered in their own section in thier respective Force Book. There you will find details on the types of weapon that use the ST of their wielder instead of a Dam stat.

In order to discover the chance of damage being caused you need to refer to the Combat Damage Table below. Cross-reference the weapon's damage (Dam), or the attacking model's strength (ST), with the toughness (T) of the target. The number shown where they intersect shows the d10 score needed to cause damage.

Damage modifiers

+1 Using a weapon in each hand

Damage and Casualties

As with shooting each successful damage roll inflicts one wound on the target model, and casualties are removed in the way previously described for close combat.

Combat Results

Once the combat has been fought and casualties inflicted you need to work out which side won. Total up the number of wounds each side suffered. The side that suffered the most is the loser, its opponent the winner. The losing side must make a Morale Check (see the section on Morale and Command earlier) and suffer any effects, the combat is then over. The following rules also apply.

If one side completely wiped out the other it wins automatically, irrespective of how many wounds were caused.

• If both sides suffered the same number of wounds the fight is a draw. Both sides stand their ground.

Combat Damage Table

DAM	/51			larget's loughness (1)						
	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

^{*}Note that a natural 1 is always a fail, and a natural 10 is always a pass

Continuation of Close Combat

Once combat has been resolved, casualties removed and the effects of all Morale Tests have been made, you must check to see whether the close combat will continue in subsequent rounds, or whether the opposing units have backed off. The following rules apply.

- If there are models left in base-to-base combat at the end of the combat, then the models are deemed to still be engaged and they may only be given assault orders upon their next activation.
- If all models in base-to-base contact are subsequently destroyed by other means (such as another unit charging and destroying them, or by either sides models in base-to-base combat being taken out by missile fire) then the units are free to activate how they wish on their next turn.
- If there are no models left in base-tobase combat the close combat is deemed to have been dissolved and the units are free to activate as they wish upon their next activation.



■ A lone Viridian Commando takes cover in an ancient ruin

A great many armchair intellectuals and lab-locked scientists have proposed that our initial contacts with the Koralon are merely a bad case of inter-species miscommunication. They are fond of cautioning us not to judge these aliens by human criteria; many even suggest that the nightmare on Void 1.1 was provoked by foolish or ill-conceived behaviour by the explorers. Having seen firsthand the results of this 'miscommunication' I can only adequately describe it and its perpetrators as an evil. Since then they have shown themselves time and again to be incompatible with our species and inimical to our very survival. Quibble over words all you like, forgive them their 'alienness;' but in the end isn't evil just that which is irredeemably alien to the norms of humanity?

-Dr. Rvery Valverde, The True Story

Commando Scout Sergeant





Scouts are the cavalry of the Commandos providing flexible tactical roles for Viridian commanders in the jungle dense worlds of the Viridian colonies. Struthiosaur mounts not only give their riders effective transport but are also tenacious fighters in their own right capable of rending foes with their powerful jaws.







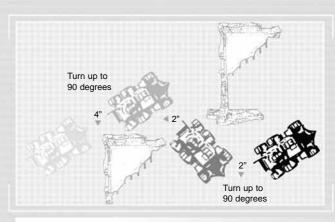


Fig 11 Turning

In the above example the Ronin model has, for the sake of argument, a MV stat of 9 inches and is capable of making one turn for each 3 inches moved. To manoeuvre through the obstacles moves of 4 inches before it has the angle to move through making one turn, and as this is at least 3 inches moved it can turn up to 90 degrees with no movement penalty. The next move of 2 inches takes it through the gap and it turns again to proceed in its original direction. However, although the model has only used 6 inches of it's movement, the turn after the 2 inches counts as it having moved 3 inches which, added to the initial move of 4 inches, leaves the model with only 2 inches left of it's movement.





Vehicles

Vehicles can come in many different shapes and sizes. From small and speedy grav-bikes to huge lumbering personnel carriers and assault vehicles. This section describes the ways that vehicles differ from normal troops. Where there is no specific mention of a difference then treat vehicles in exactly the same way as you would any other troop type.

Morale and Command

Vehicle crews are not as susceptible to the effects of a breakdown in morale as normal units. This is due to a number factors, often it's because they are in a big armoured thing and gain a false sense of security, or because normal unit would recover from panic. However in addition, at the end of a game turn during which a shaken unit suffers no wounds it automatically recovers. The following rule applies to shaken models.

• Shaken models suffer a –2 modifier to all shooting and close combat d10 to hit rolls.

Movement

Normally the main thing to remember when using vehicles is that most of them are not as manoeuvrable as an infantryman is. In general their freedom of movement is relatively restricted. Some especially large and unwieldy monsters are also treated as vehicles.



they assume their vehicle can get them quickly out of trouble. Whatever the reasons, vehicles do not suffer from panic. The following rules apply.

- Vehicles get a +2 bonus to their d10 dice roll when taking Morale and Rally Checks.
- Vehicle squads never have to take Sole Survivor Tests.
- If a vehicle fails a Morale Test the model counts as 'shaken' instead of panicked (see later).
- Vehicles are immune to the effects of suppressive fire.

Shaken

Shaken models can recover from this state in exactly the same way that a

Move Orders

Vehicles that are engaged in close combat with an enemy unit have one great advantage over normal troop types. Because they are often large or fast they can drive (or stomp or skim) right out of combat in order to get to safety or bring their armament to bear. The following rules apply.

Unlike normal models vehicles can be given a move order when they are in base contact with an enemy. The model can carry out a move order just as it would in normal circumstances. Before moving the model away, enemy models in base contact get their normal number of attacks on the model.

The vehicle may not move over enemy models in moving away from close combat unless it can normally avoid obstacles of that height. For example a land bound vehicle engaged in close combat to its front could reverse out of combat, then in the shooting part of its order sequence let fly at its hapless foe, before finally charging back in at them with assault orders. Whereas a vehicle with the special skill 'Fly' would have the choice of doing this or could simply zoom right over it's opponents heads (after surviving the close combat attacks of course).

Turning

Most vehicles are limited in the number of turns they can make during a move (this goes for assault moves as well). Models with turning limitations will have an entry in their special rules stating how many turns it can make for a set move distance. For example, 'The model can make 1 turn for every 4 inches moved'. The following rules apply to turning.

- Vehicles perform turns by pivoting the model on the spot by any amount up to 90 degrees.
- You do not have to move the model the full stated distance before making a turn; in fact you can move any distance you like. However if you move it less than the distance stated, the full distance as stated is still deducted from the total MV distance the vehicle is allowed (see Fig 11).

Reversing

All vehicles can reverse at half their normal speed. So for example, if a vehicle could normally move 8 inches, it would be able to move 4 inches in reverse, or it could reverse 2 inches and then turn and move forward up to 4 inches. As reversing is a slower and more controlled movement, turning restrictions are also halved. For example, a model that can turn for every 3 inches moved under normal circumstances can turn for every 1.5 inches reversing.

Shooting

Visibility from vehicles is often poorer and more restricted than that of a normal model; in addition weapons that are mounted on vehicles tend to have fairly restricted movement. When you wish to shoot with vehicle weapons you will need to refer to the weapons 'fire arcs'. These are fairly restricted fire arcs, and only if an enemy unit falls within them can the vehicle target it.

A vehicle may fire all of its available weapons that are part of the vehicle in the same shooting phase. If a vehicle has both integral weaponry and weapons held by the pilot/driver it could only fire one type or the other, not both.

Selecting Targets and Fire Arcs

Because vehicles are not very manoeuvrable they never get to turn to face a target unit when selecting a target unless they have the movement allowance left to do so. Instead you will have to make sure that you have positioned your vehicle in such a way that the prospective target falls within one its weapon fire arcs.

All vehicles have four fire arcs; they are front, rear, left flank and right flank (see Fig 12).

Unless otherwise stated on the vehicle profile all of the fire arcs are 90 degrees. In order for a vehicle to shoot at an enemy unit it must be within the relevant weapons fire arc. For a vehicles target priorities and selection of "closest enemy unit" only count enemy units that lie within its weapon fire arcs and that are within range and LOS with the option to ignore targets in cover as usual.

Close Combat

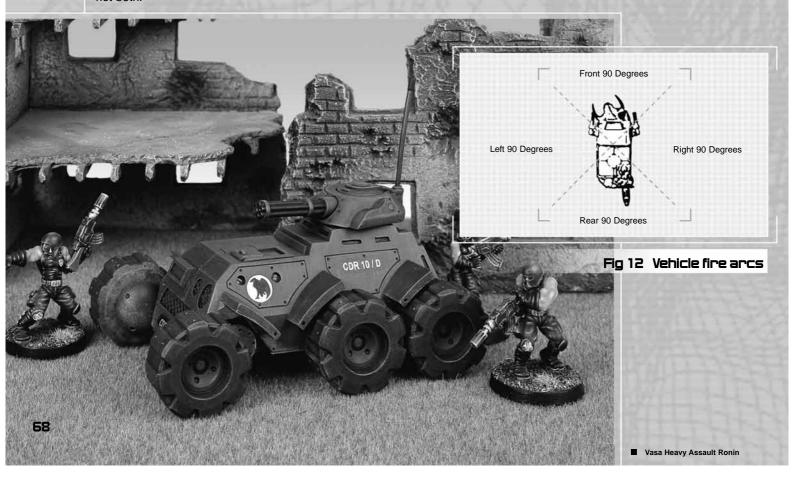
In the main, vehicles operate in close combat in the same way as a normal model. However in some cases there may be a couple of differences, these are 'combat arcs' and 'damage tables'.

Combat Arcs

Most vehicles have four combat arcs; they are front, rear, left flank and right flank. If a vehicle has varying numbers of close combat attacks available that are dependant on an opponent being in a particular arc it will be stated in its special rules. If there is no specific mention made, then assume that its close combat attacks can be made anywhere in its front facing, just like any other model.

Vehicle Damage Tables

Some larger vehicles have damage tables shown in their profile. Because these vehicles are so large it is possible for particular bits of them to be damaged or destroyed, even though the vehicle itself can continue to function. When a vehicle like this takes damage roll a d10 and refer to its damage table to see if it suffers any extra effects from the damage. Note that you don't roll for each wound it suffers, you roll once for all the damage it sustained from any single unit in a round of shooting or combat.



Tornado Grav Bike

2000 series Grav Bihes are light, highly manoeuvrable, one-man scout vehicles. The machines work on gravity field technology, which creates a low gravity cushion between the bottom of the bihe and the ground, then the prosthene pilot manipulates vectored thrust lets to move and turn.

Secure transmission operative w23e phaedros

In their fourth week now and the team has finally started mission specific exercises, amazingly they're running sims of boarding the Tau Naceng storage depot located on the darkside of Roneum VII's moon. They've just added a real hard case specialist to the mix as well, a native Viridian and almost definitely somebody who has spent years amongst the traders: he knows the cant like he was born to it. And if you're still not convinced VASA would move against one of our facilities, just yesterday they started training in the uniforms of Junker legionaries: no doubt these "pirates" will be paying us a visit.



VOID 1.1

Scenarios

Playing a battle is always fun, but it can be so much more so with a bit of forethought into the reasons for the hostilities and the objectives of the opposing armies. The simplest way to achieve this is through the use of scenarios in which each side is set one or more tasks to complete within the parameters of the battle. These can range from the simplest of "Standard Engagement" situations through to a convoluted assortment of assignments to be met in a specific order. From the simple scenario one can progress on to entire narrative campaigns describing complete wars rather than single actions, but that is an issue for another time.

The only limits upon what you can carry out in a scenario are set by your own imagination and the time in which you have available to play, but to get the ball rolling we have devised some fairly straight- forward scenarios here for you to start out with. The points limits are purely suggestive so you could play the scenarios with more or less total points per side, as long as the ratio of attackers/defenders in the scenario is met. And remember to make sure that everyone is clear on his or her mission before you begin.

All of these scenarios are initially designed for battles between two players, but many of them can be altered to allow for multi player games. Also the specifics of the missions can be played with as you see fit. We hope that these examples will inspire you to make scenarios of your own as well.

1. Standard Engagement

Introduction

This is the simplest of scenarios. Two opposing forces set up across the battlefield from each other using opposite sides of an area and slug it out together in an attempt to dominate the field. It could represent a section of a much larger battle line

or a contained skirmish between an invading and defending force, and the only criteria in the scenario is to wipe out more of the enemy than you lose.

Forces

Battles of around 750 points per side are a good place to start, but there is no limit to the amount of points available to each side as long as points value for each side are roughly equal.

Deployment & Terrain

Depending on the size of the forces used the battle may be fought over pretty much any sized area, but we suggest an area of 4 foot by 6 foot table to be the most flexible. Terrain is placed upon the field in any mutually agreeable manner and the players roll a d10 each to see who gets to choose their deployment edge. The opposition is allocated the opposite edge. Starting with the winning player, units are deployed alternately within 12 inches of their respective edge (their deployment zone) until all units are on the board.

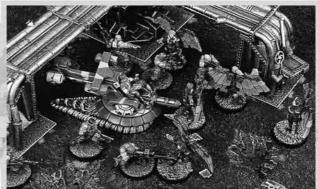
Special Rules

Players roll off again to see who starts. Both players roll a d10 and the one who gets the highest score gets to choose whether to go first or second. The scenario lasts for 6 turns unless one player is destroyed or surrenders beforehand.

Objectives & Victory Conditions

As noted above, the single objective is to prevail on the field of battle by force. At the end of the game, total up the points of troops lost by each army and award these as "Victory Points" to the opponent. The winner is the player with the most Victory Points. If one side manages to completely wipe out their opponent before the end of the final turn then they automatically win. Of course either side can forfeit the game earlier if they so desire.





■ Viridian Jaguar Strike craft and marines battle with Vasa Shuriken Guard





Junker Legionaries battle with Vasa Militia

2. Storm the Pass

Introduction

In any prolonged military operations there will come a time when it is essential to hold on to a key defensive area and just dig in until the enemy have been dispersed. In this scenario one player takes the role of defender, denying the enemy access to the Pass. The opposing player tries to get as many of his units through the Pass and off the opposite edge of the battlefield enabling them to press their advantage further down the line.

Forces

The defenders in this scenario have 500 points with the attackers having 750. Larger battles may be fought, but remember to keep the ratio even.

Deploument & Terrain

The battlefield terrain is set up in any mutually agreeable manner, preferably on a 4-foot by 6-foot table, but there must be one area of terrain within 12 inches of the defenders table edge designated as the Pass. The Pass is 12 inches wide and it is impossible to proceed further down the battlefield than via this area. The line from the pass to each of the neutral table edges is considered absolutely impassable and blocks LOS. Once all terrain has been set up the units are placed alternatively starting with the defending player. The defenders deployment is within 12 inch radius of the centre of the pass and attackers deploy within 12 inches of the opposing table edge.

Special Rules

The attacking player gets to choose whether to go first or second. The scenario lasts for 10 turns unless one player is destroyed or surrenders beforehand. The impassable terrain

to either side of the Pass not only blocks LOS and normal movement, but is also to be considered high enough to prevent flyers from moving over it and attacking units with the Drop Trooper or Infiltrate skill cannot deploy on the defenders side of it.

Objectives & Victory Conditions

As detailed in the introduction, the attacking player must get as many of his models off the opposite table edge as possible whilst the defending player must stop the attackers from doing so. As well as earning Victory Points for opposition models destroyed, the following bonuses are awarded:

- The Attacking player earns extra Victory Points equal to the value of models moved off the defenders' edge.
- The Defending player earns extra Victory Points equal to the value of the attacking models still on the battlefield at the end of the game.

The winner is the player with the most Victory Points. One side being wiped out is an automatic victory to the other.

3. Take the Bridge

Introduction

Access routes are the key to logistics in warfare and many an invasion has been unsuccessful due to lost lines of supply and communication. In this scenario one player takes on the role of the defender to try and attack a strategic bridging point and deny the passageway to the other player, the attacker, who tries to secure the Bridge for further military access.

Forces

Sides of equal points value are to be used in this scenario.

Deployment & Terrain

The battle is to be fought over a 4 foot by 6-foot table and, after terrain is placed, each player rolls a d10 with the higher roller picking which short edge they want as their deployment zone. The other player gets the opposing edge. A 6 inch wide centre line of the battlefield is considered impassable except that there is one Bridge at the mid point enabling units to cross.

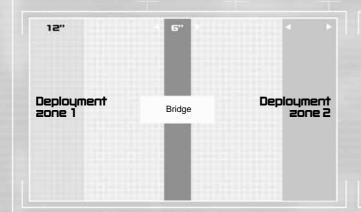
The players then roll another d10 with the winner deciding whether they wish to be the attacker or the defender in the scenario (so you'd better make sure your army composition is well rounded). Starting with the player who chose whether to attack or defend, units are deployed alternately within 12 inches of their respective edge (their deployment zone) until all units are on the board.

Special Rules

Players each roll a d10 to see who starts. Whoever rolls higher may choose whether to start or go second. The game lasts for 6 turns. The centre line is a deep chasm and, apart from at the Bridge, is considered as impassable to all units other than those with the Fly special skill (and yes, that means that grav-vehicles cannot cross it either). Units with the Drop Trooper or Infiltrate skill may only set up on their own side of the chasm, but otherwise follow their own usual rules for deployment.

Objectives & Victory Conditions

Each side is trying to capture and secure the Bridge. The attackers obviously want it for their logistics convey to use and the defenders need to secure the area to bring in demo teams to blow the Bridge. There are no Victory Points in this scenario, instead victory goes to the side that has the most points value of troops within 6 inches of the Bridge at the end of the game. Destroying your enemy outright within the game limits is, obviously, an automatic victory.





■ Viridian marines engage Junker Legionaries

4. Seek and Destroy

Introduction

Taking out important enemy personnel is an important part of the art of war-craft. This scenario plays out very much the same way as a standard engagement with the addition that each player nominates one of their units as a primary target and it is their opponent's objective to destroy that unit.

Forces

Sides of equal points value are to be used in this scenario.

Deployment & Terrain

The battlefield's size is completely optional. For games of around 500-750 pts a 4 foot by 4-foot table should suffice. For anything larger you may wish to use 4 foot by 6-foot table. Terrain is set up in any mutually acceptable manner. The players then each roll a d10 with the highest score deciding which edge of the battlefield they wish to be theirs and the other player taking the opposite edge. Units are then placed on the battlefield alternately starting with the player who chose deployment zone.

Special Rules

The players each roll a d10 with the highest score choosing whether to start or to go second. Players roll off again to see who starts. The scenario lasts for 6 turns unless one player is destroyed or surrenders beforehand.

Objectives & Victory Conditions

As with the standard engagement scenario, the idea is to wipe our as much of the opposition as possible, and Victory Points are awarded on the same basis (i.e. you score Victory Points equal to the value of models' points your opponent has lost). On top of this each player must nominate one of their units as the oppositions "target" unit. If, by the end of the game, either player manages to destroy this "target" unit then they gain five times the amount of victory points that the unit is worth. The winner is the player with the most Victory Points. If one side manages to completely wipe out their opponent before the end of the final turn then they automatically win. Of course either side can forfeit the game earlier if they so desire.

An alternative way to play this scenario is for each of the players to privately nominate which enemy unit will be their target and write it down on a piece of paper keeping it a secret from the opposition. The piece of paper must be set aside so that it cannot be altered and, once the battle is over, the "target" unit nominations are revealed and Victory Points, if any, awarded accordingly.





■ Syntha Androsynths in close combat with Viridian marines

5. Scout

Introduction

Often an invading force will send a small portion of their army forward in order to scout ahead and secure safe passage for the rest of the army. Obviously a small incursion patrol is the ideal target for a planetary defence force. In this scenario one player takes the role of the invading force using a small portion of his army to scout out the enemy position. The other player takes on the role of the defence force and must try to wipe out the enemy's advance section before it can return to the main army with the intelligence it has gained.

Forces

In this scenario the defenders have twice as many points as the scout force. Any sized battle can be fought using this ratio, but 1000/500 would be best

Deployment & Terrain

Terrain is set up in any mutually agreeable manner, though there must be sufficient space for the scouting party to deploy half way long one edge of the battlefield and to exit on the opposite side. An open battlefield in this scenario would make it easy for the scouting force to make the dash across the battlefield but would also make for clear lines of sight for the defenders to shoot at them. A more cluttered area would make for a more laborious trek but would offer more protection too. After the terrain has been placed, the players each roll a dice with the winner choosing which long edge the scouting force must deploy from. The defenders set up on the two short edges as shown below with roughly 50% of their force in each of their deployment zones. Starting with

the defender, units are deployed in their respective deployment zones.

Special Rules

The scouting force always goes first. The game lasts for 8 turns unless the scouting party is destroyed first in which case it is an automatic victory for the defenders. Units may only deploy in their own deployment zones in this scenario. All special deployment rules such as Drop Trooper and Infiltrate are not used.

Objectives & Victory Conditions

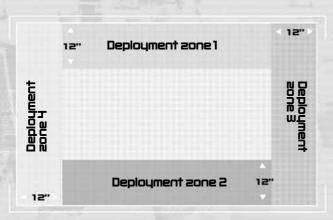
The sole objective for the scouting party is to return to their main army with the information gathered by the recon. They must move as many models as possible off the opposite edge of the battlefield to their deployment zone. The defenders have to stop the scouts from exiting the battlefield. As well as earning Victory Points for opposition models destroyed, the following bonuses are awarded.

- The Scouting player earns extra Victory Points equal to the value of models moved off the exit zone
- The Defending player earns extra Victory Points equal to the value of the attacking models, if any, still on the battlefield at the end of the game
- The winner is the player with the most Victory Points. If one side wipes out their opponent then they automatically win.





■ Viridian Shock marines battle with Junker Desert Marauders





■ Vasa Militia

6. Vanguard

Introduction

Deploying troops forward is a regularly employed way to create a buffer zone between your army and your enemies. In this scenario one player takes the role of an attacking force with its vanguard deployed well forward of the main line. The other player takes the role of the defenders and must destroy the vanguard quickly in order to set up a strong defensive position as the remainder of the invading force slowly but surely enters the fray.

Forces

The defenders have 500 points for every 750 points of the attacking force. One third of the attacking force is the vanguard and is deployed at the beginning of the game (see Deployment & Terrain below). The remainder of the army, the main force, is held in reserve and brought into action at a later stage of the game.

Deployment & Terrain

Terrain is set up in any mutually acceptable manner. Each player rolls a d10 and the player that scores highest chooses which of the four edges they want as their deployment zone. The other player takes the opposite edge. Starting with the defender, units are deployed with 12 inches of their respective edge (their deployment zone) until all units are on the board. At this stage the attacker's only places the nominated third of the attacking army. The remainder remains off the battlefield.

Special Rules

The defender has the choice of whether to go first or second. At the beginning of each turn, starting with turn 3, the attacking player may try to bring on the remainder of the attacking force. For each unit roll a d10. On a roll of 5+ the unit enters the fray from a random edge within the attacker's half of the battlefield. For each unit that has turned up roll another d10. On a roll of 1-3 the unit deploys on the left edge, on a roll of 4-7 the unit deploys on the attacker's edge and on a roll of 7-10 the unit deploys on the right edge. Units that enter the game in this manner deploy within 6 inches of the edge from which they entered. They may not make any activations but count as being "On Hold" and may reaction shoot, counter charge and defend themselves in close combat where applicable. The game lasts for 8 turns.

Objectives & Victory Conditions

The only objective for either side is to take out as much of the enemy as possible. At the end of the game, total up the points of troops lost by each army and award these as "Victory Points" to the opponent. The winner is the player with the most Victory Points. If one side manages to completely wipe out their opponent before the end of the final turn then they automatically win. Of course either side can forfeit the game earlier if they choose.

7. Reclaim

Introduction

Supplies can run low and armies need to maintain a good infrastructure in order to survive. It is much more difficult, however, to sustain these levels of supply at the front end of the fighting and often battles will be fought over provisions and stores as much as for any other reason. In this scenario both players' forces have converged on an area rich with supplies and are attempting to get hold of as much of them as possible.

Forces

Sides of equal points value are to be used in this scenario.

Deployment & Terrain

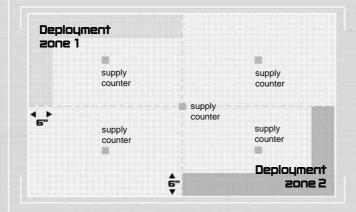
In this scenario the size of the battlefield is entirely up to the players involved, but when deciding the size of area to be used do consider what type of situation you wish to portray. As the opposing forces try to capture or recapture resources, you may decide that the game should be fought over a small area, in which case there is a high chance that opposing forces will be near at hand to take what goods you have won. On the other hand you may wish to play a less fast and furious pace with supplies spread out over a larger area giving less chance of immediate retribution, but requiring much longer to return to base with the provisions. Terrain is set up in any mutually acceptable manner, but again will reflect heavily upon how the game will pan out. After terrain has been placed players roll a d10 and the winner picks which quarter of the battlefield is their territory. The other player takes the diagonally opposite quarter. Starting with the winner units are deployed alternately within 6 inches of the edge of their respective deployment area.

Special Rules

The players each roll a d10 with the highest roller having the choice of whether to go first or second. Five markers are placed on the battlefield; one dead centre and the other four each in the middle of each quarter. These markers represent the supplies that your troops are trying to capture. A unit may "pick up" supplies by moving one or more of their models into base contact with a supplies marker at any stage of its turn - keep the marker next to the model that is carrying it. The model that "picks up" the supplies cannot do anything other than move during its activations, however the remainder of the squad may carry out any actions normally available to them. If a model that is carrying supplies is wounded in any way, or engaged in close combat, then it will drop them. Only unengaged models may pick up the dropped supplies in the turn after the combat has been resolved. Models may voluntarily drop supplies at any stage, but must wait until next turn to pick them up again. The game lasts for 8 turns.

Objectives & Victory Conditions

Victory Points for killing enemy models are not awarded in this scenario. Instead, for each supplies counter that a side's model is carrying outside of it's quarter earns them 25 Victory Points and for each supply counter it has within its own table quarter, carried by their own models or not being carried at all, earns that side additional 50 Victory Points. Note that supplies within your own quarter, but being carried by enemy units do not count towards your total Victory Points. The winner is the player with the most Victory Points. As usual, if either side wipe out the enemy with the game length then they are the automatic outright winners.





Vasa GSX900 Bikes

8. High Ground

Introduction

In any battle control of key areas of the field is of the utmost importance. In some cases, control of specific areas of the war-zone can even outweigh the cost in attaining them. In this scenario the players are fighting over a central area of terrain designated as the objective and must capture and hold on to that terrain for as long as possible, denying it to the enemy at all costs.

Forces

The forces can be of any size in this scenario as long as they are of equal points value.

Deployment & Terrain

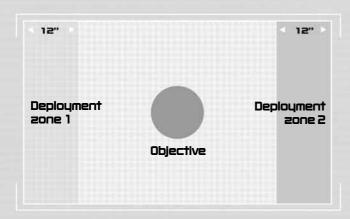
Terrain is placed upon the field in any mutually agreeable manner but with the addition that an accessible piece of terrain (i.e. one that models have access to the top of) must be placed in the dead centre of the battlefield - this could be a hill or a building with access routes to the top on either side, or even an area just marked out at the centre. The players roll a d10 each to see who gets to choose their deployment edge. The opposition is allocated the opposite edge. Starting with the winning player, units are deployed alternately within 12 inches of their respective edge (their deployment zone) until all units are on the board.

Special Rules

The players each roll a d10 with the highest score choosing whether to start or to go second. The scenario lasts for a minimum of 6 turns unless one player is destroyed or surrenders beforehand. For every turn thereafter roll a d10 at the beginning of the turn. On a roll of a 7+ the game has ended.

Objectives & Victory Conditions

The only objective of the game is the capture of the central terrain feature. It matters not what casualties are inflicted or lost as long as possession of this feature is maintained. The winner is the player who has the most points worth of unpanicked models occupying the central terrain feature at the end of the game. In the case of no player having any un-panicked models on the objective when the game ends, then the winner is the player who has the nearest un-panicked unit to the objective.





Vasa Minesweeping Ronin



I haven't had such a hard time controlling this dumb beast since I was a trainee in the paddocks back on Guxiss. No, "dumb" is unfair. Skittish. I think that'd be the right word, that is if you can call four tonnes of nervous, cold-blooded bull Terrasaur skittish. Though I guess I'd be the same in his place, half my body weight of steel alloy and mammal on my back and dumped in this blazing wasteland... But it's more than that; I know the signs by now. Rufus is picking something up we haven't seen on the scanners yet. I'll be damned if I understand how he does it, but does it he does. Calm down there boy, there'll be action enough for you soon enough.

Yep, soon enough indeed. I can already make out the dust being kicked up at 12 o'clock. Looks like Rufus was bang on again, and there's a fair few of them coming this way too. Well, no one ever said that this was going to be easy, 'specially not in this heat... Tiddsek... what a hellhole. Man I'm thirsty. Still, there'll be plenty of time for that after we've taken the objective. Presumably. As long as we're not shipped straight of on the next little sortie. "Observe the ground forces around the Barisk industrial zone," they said. "Reccy the area. See what the Junkers have got down there."

Well we did. A stack load of minerals for a start and some half decent factories as well. I can't see how they can be theirs though, they look like they're in too good a nick to me. Maybe they "borrowed" them from our Syntha friends. Whichever, it's all going full pelt from the look of it so they must have manufacturing up to speed in there. That'll be useful to the Assembly out here, least that's what the Brass tell us. Keep them Junkers off our planets.

So, "Reccy the area" has turned into "Secure the area - we're coming in. In force!" with target number one being that Supplies Station up on that hill over there. And that's the reason we are here. Complete with skittish, bleeding Rufus. I've got to be honest, it does look like the right place to launch an offensive on this area: high ground, a good view, easy routes for the logistics. And I'd bet the Junkers think so to. Which is why we have to take it first. Without taking that station the factories aren't going to fall either.

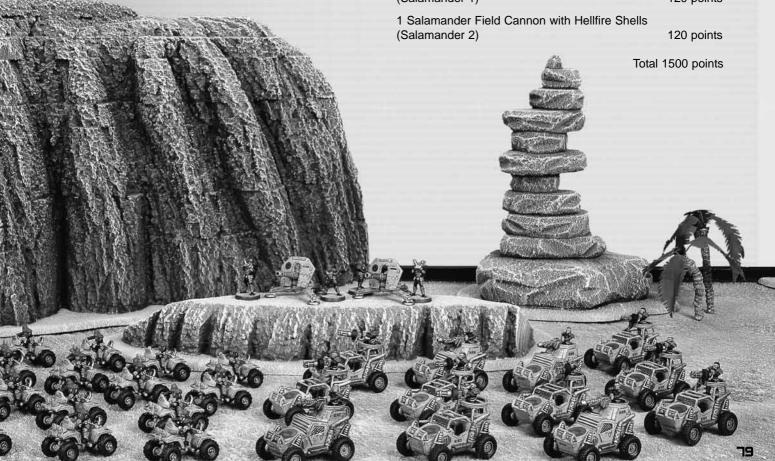
Hey, Rufus. You hear those engines? Of course you do. Our friends are coming to play. It's time to get this show on the road. Let's roll out.

Assault on Tiddsek Battle Report

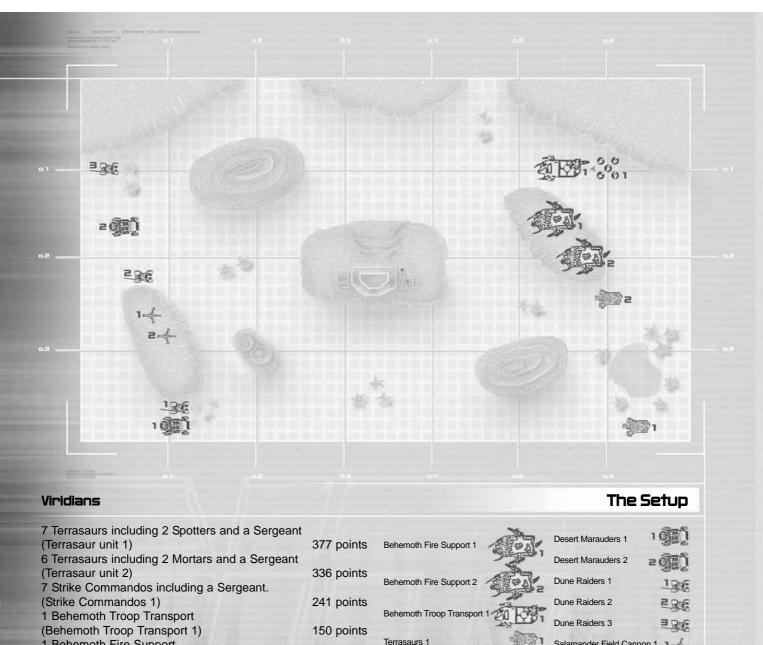
The game was played using the High Ground scenario with the Viridians against the Junkers with 1500 points per side.

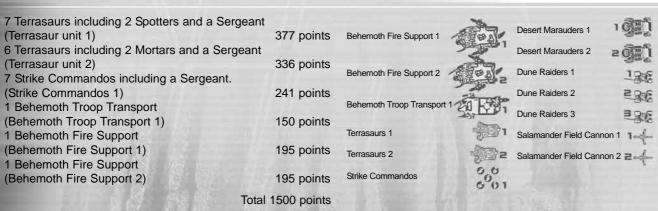
The Forces Junkers

- 6 Desert Marauders inc. 2 Heatwaves and a Decurion (Marauder unit 1) 375 points
- 6 Desert Marauders inc. 2 Heatwaves and a Decurion (Marauder unit 2) 375 points
- 6 Dune Raiders (Raider unit 1) 180 points
- 6 Dune Raiders
- (Raider unit 2) 180 points
- 5 Dune Raiders (Raider unit 3) 150 points
- 1 Salamander Field Cannon with Hellfire Shells (Salamander 1) 120 points

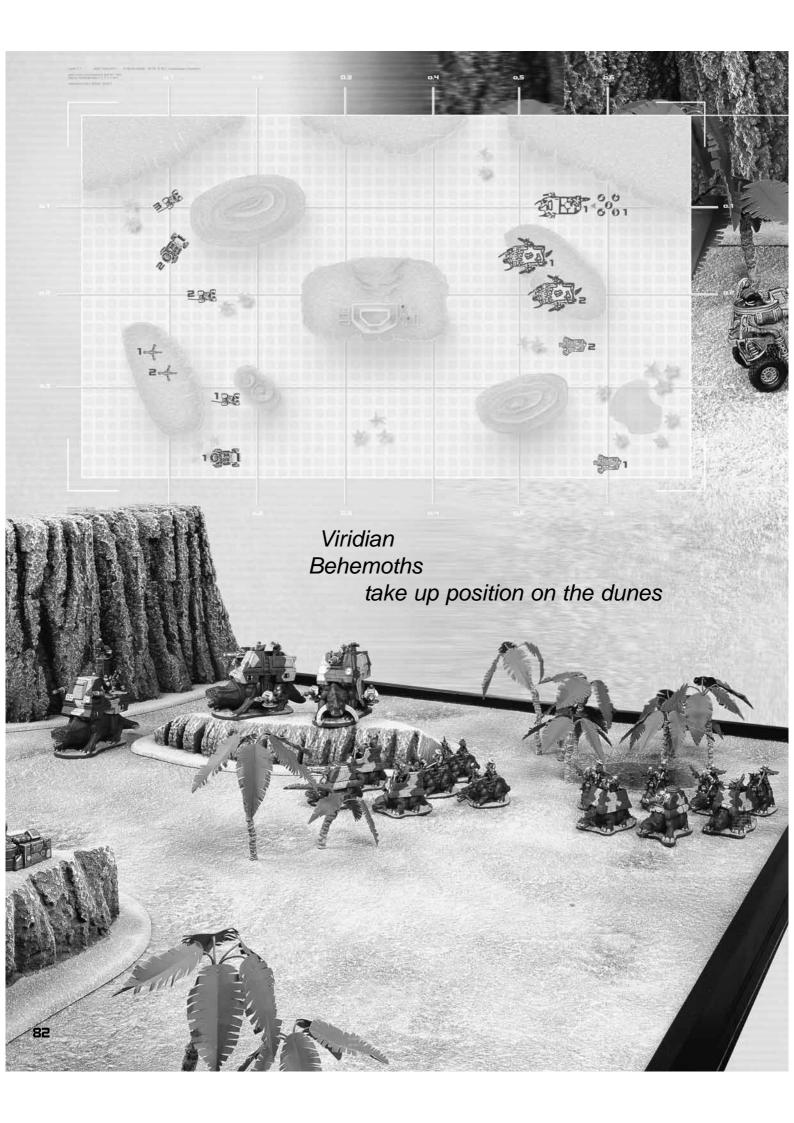


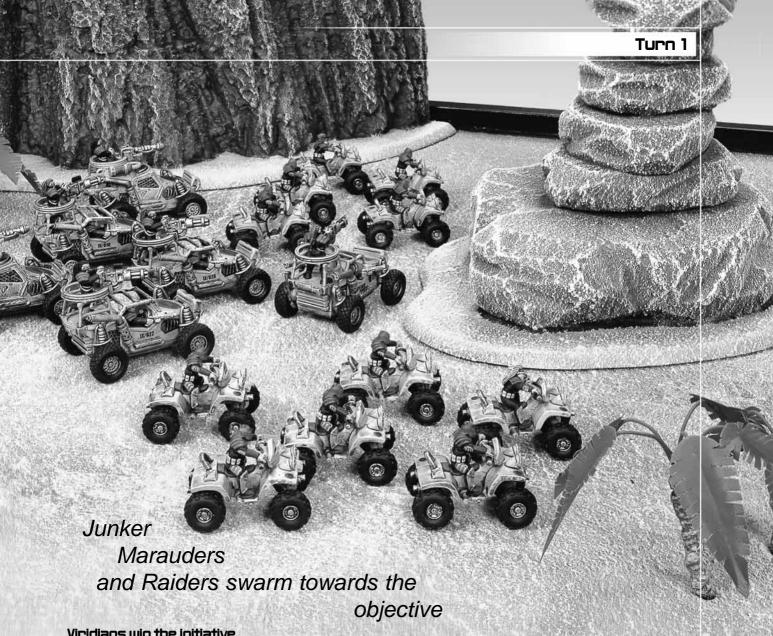












Viridians win the initiative

The turn starts with Terrasaur unit 1 advancing towards the objective and going onto hold.

The Junkers then decide to rush Raider unit 1 towards the objective, as there is now no opposition to activate on their side of the table to return fire this turn.

In an attempt to deter the Junkers from taking the objective the Viridians rush Behemoth Troop Transport 1 forwards, ready to attack next turn.

Knowing that they cannot afford a Behemoth to hold the objective Raider unit 3 rushes forward to engage it next turn. The Viridians were now attempting a full out assault on the objective as Terrasaur unit 2 rushes forward.

Unwilling to let the Viridians gain a foothold on the objective the Junkers rush Raider unit 2 forward to support the counter attack.

In preparation for the forthcoming attack Behemoth Fire Support 1 takes up firing position on a dune overlooking the objective.

With the lack of viable targets the drivers of Marauder unit 2 gun their engines and rush forward to support their quad mounted comrades.

The Viridians resort to their age-old tactics and Behemoth Fire Support 2 takes up position on the dune as well, firing a speculative short at Raider unit 2. The attack misses but scatters onto Salamander 2 but fails to wound.

Eager to get away from the incoming artillery Marauder unit 1 rushes forwards to support the quads. Salamander units 1 and 2 continue to range the enemy forces but decide that they are still too far out.

Turn 2

Viridians win the initiative

Knowing that the morale of the Junkers would struggle to deal with a Behemoth in their ranks the Viridians advanced the Behemoth Troop Transport towards the objective and fire upon Raider unit 2 but failed to cause any wounds.

In a desperate attempt to stop the Behemoth settling on op of the objective next turn Raider unit 2 rushed to the objective and took control of the area.

The Viridians suddenly realise that they cannot allow too many Junkers to swarm over the objective or they will never be able to liberate it, with this in mind Terrasaur unit 2 rushes towards the objective.

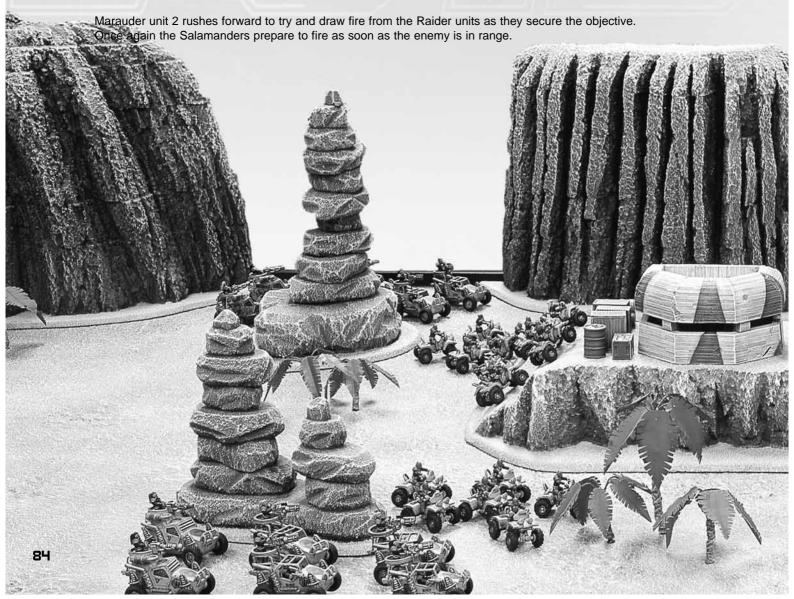
Intent on flanking the enemy and attacking the Behemoth Fire Supports Raider unit 1 continues its advance.

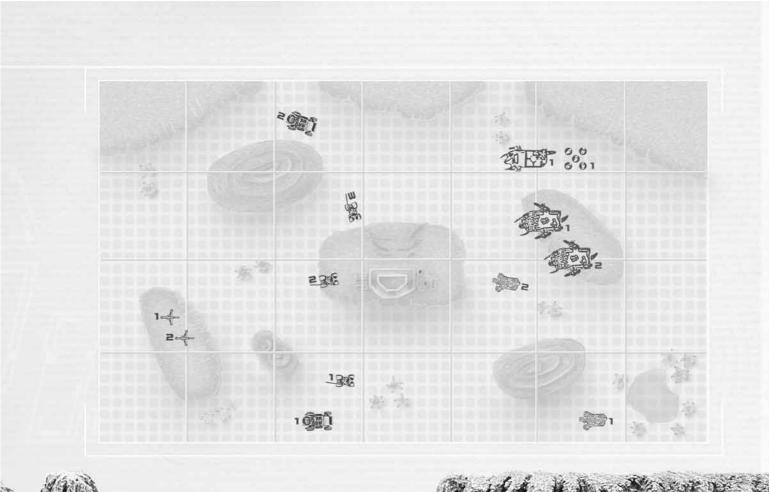
The Viridians realise that their left flank is being pressured and Terrasaur unit 1 fires at Marauder unit 1 but the shots go wide.

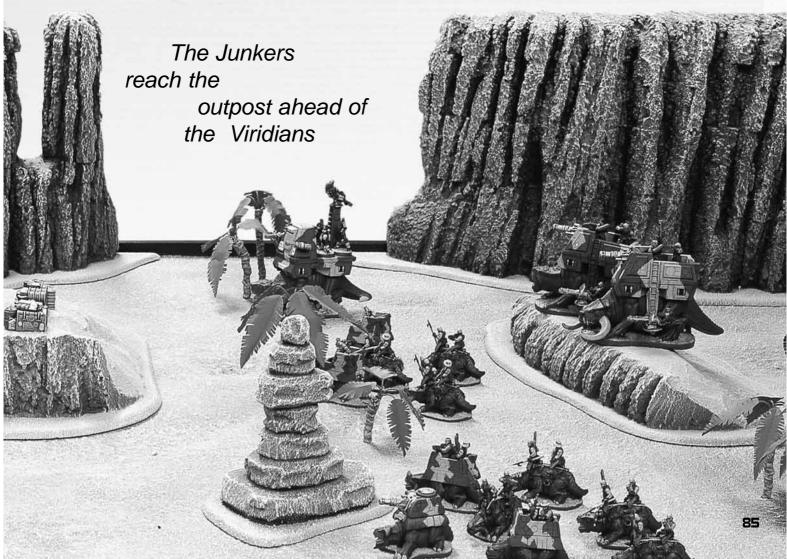
Continuing their relentless advance on the objective the Junkers rush Raider unit 3 in support of unit 2. From the vantage point of the dune Behemoth Fire Support 1 now has a clear shot at Raider unit 3. Unable to lock onto the speeding quads the shots miss and go wide.

With the Viridians distracted trying to clear the objective Marauder unit 1 rushed along the Viridians left flank preparing to engage the Terrasaurs.

Picking up where his companion left off Behemoth Fire Support 2 targeted Raider unit 3 and managed to blow one of the quads apart with its chain guns.



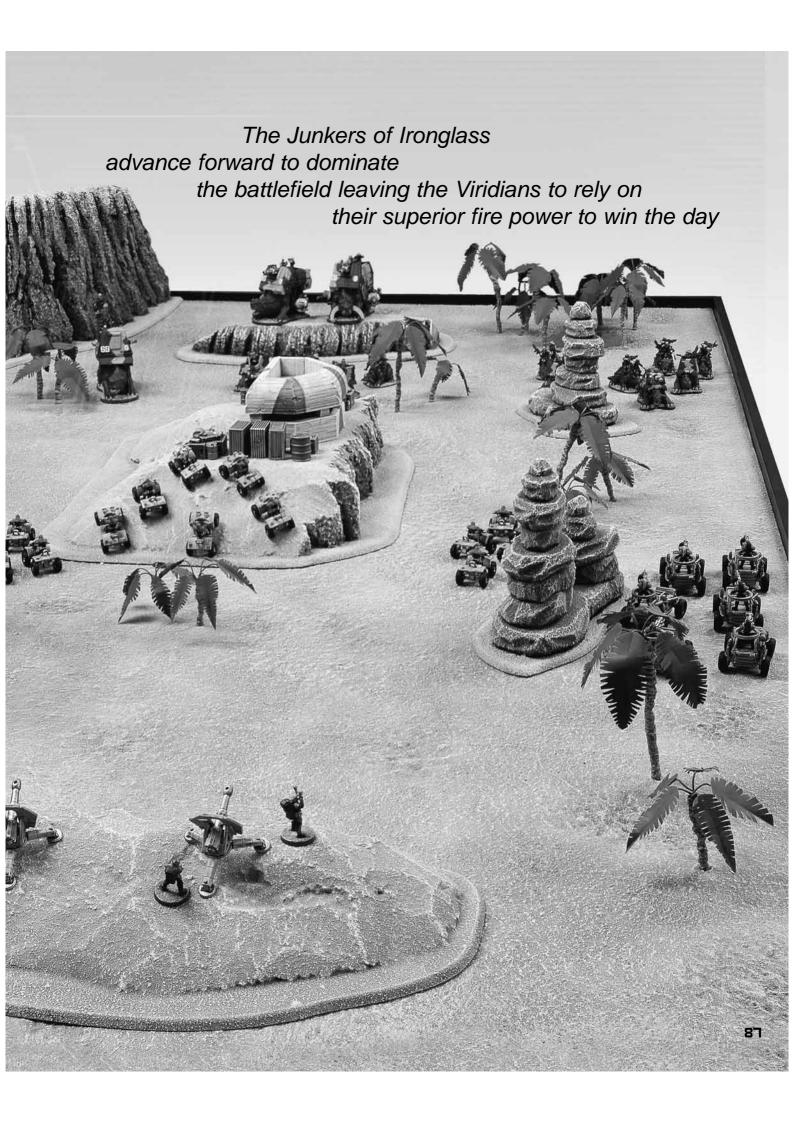




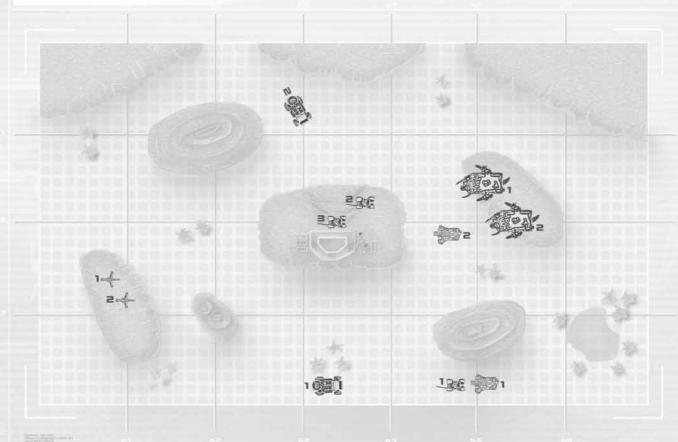
Turn 3

Viridians win the initiative

Once again Terrasaur unit 1 attempts to secure their flank by destroying Marauder unit 1. The Recoilless Cannon hits but fails to wound any of the 3 buggies hit. Desperate to retaliate Marauder unit 1 advances and returns fire at Terrasaur unit 1 causing a wound. The Viridians plan now comes to fruition as Behemoth Troop Transport 1 reaches the objective as well, although it is half an inch short of causing tests within the Junker ranks. The Junkers react to the appearance of the Behemoth and Raider unit 3 opens fire at the beast. Only 1 wound is caused but it hits the ammunition storage killing the Behemoth and the 7 Strike commandos on board, a serious blow to the Viridians. Enraged that the Junker scavengers had destroyed their comrades Behemoth Fire Support 1 targets Raider unit 3 but fails to harm the nimble quads. Knowing that the threat of the Behemoth was gone Marauder unit 2 rushes forward to defend the objective. In a desperate attempt to secure their position Behemoth Fire Support 2 launches a shot at Marauder unit 1 killing 1 buggy and damaging anoth-The Junkers were now eager to push through the Viridians left flank and Raider unit 1 rushed towards Terrasaur unit 1. Continuing their push to clear the objective the Viridians order Terrasaur unit 2 open fire on Raider unit 2. One mortar hits but fails to wound the squad, although a quad from Raider unit 3 is destroyed in the blast. Raider unit 2 advances in an attempt to strengthen their hold on the objective. 三月







Viridians win the initiative

The Viridians start the turn by once again attempting to deny the Junkers their left flank. Terrasaur unit 1 fires at Marauder unit 1 causing another wound and destroying a buggy, the buggies take a test and fail. Raider unit 2 advances on the Viridians to try and prevent any further advances and open fire on Terrasaur unit 2 killing one of the hapless beast and wounding another.

Reacting to the unwelcome fire Terrasaur unit 2 refuses to advance and returns fire on Raider unit 2, destroying 4 of their number.

Realising that their grip on the objective was failing Marauder unit 2

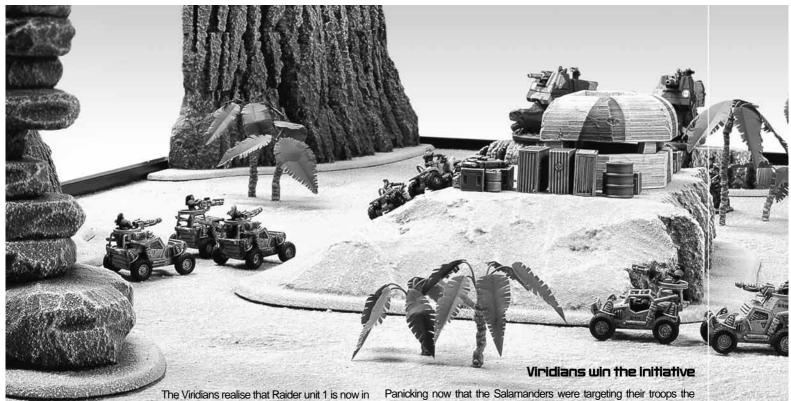
advances towards Terrasaur unit 2 and opens fire but fails to cause any wounds. The Viridians feel the battle swinging in their favour and attempt to destroy the threat to their rear. Behemoth Fire Support 2 opens up on Raider unit 1 but misses with everything.

Raider unit 1 then tries to hold up Terrasaur unit 1 from reinforcing the Viridian assault on the objective by firing at them causing 1 wound.

Behemoth Fire Support 1 decides that Marauder unit 2 is too big a threat to their push on the objective and targets the unit killing 2 buggies.

Raider unit 3 then rushes in to add their numbers to the defence of the objective.





range of their fire support units and attempt to remove the threat but only succeed in killing 1 quad. Having advanced into a respectable firing range on the previous turn Marauder unit 2 fires at Terrasaur unit 2 killing 1 Terrasaur. Fighting back the Viridians then fire Behemoth Fire Support 1 at Marauder unit 2 and manage to destroy a buggy with the chain guns.

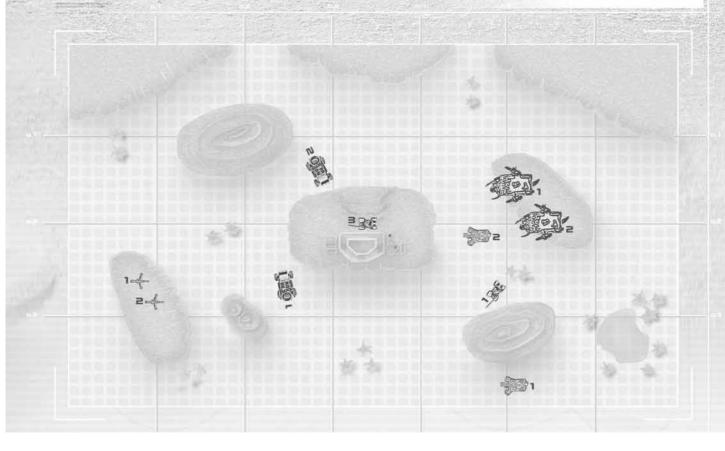
Ignoring the fire support battery for the turn Raider unit 1 returns fire upon Terrasaur unit 1 causing a wound. Desperate to destroy a Junkers unit Terrasaur unit 2 does not advance on the objective but instead fires at Raider unit 2 killing the last 2 quads. Finally realising that they are in range Salamander 1 launches a high explosive shell at Terrasaur unit 2 but the shot goes wide, the crew will answer to the Ironglass Senate for failing to notice that they were in range last turn and failed to fire.

Panicking now that the Salamanders were targeting their troops the Viridians realised that they had to remove the Junkers from the objective soon, with this in mind Behemoth Fire Support fires at Raider unit 3 but fails to cause any wounds. Having been shaken by the barrage last turn Marauder unit 1 veers off from attacking the Viridians left flank and heads to the objective to support the defenders.

Now that their support had relocated Raider unit 1 punched through the gap that Terrasaur unit 1 had left and opened fire on Behemoth Support 2 but they failed to penetrate its tough hide.

Having received confirmation that additional units were on route to support them Raider unit 3 remained stationary at the objective in an attempt to delay the Viridians.

Turn 5



Turn 6

Junkers win the initiative

Unable to believe that they finally have the jump on their opponents Raider unit 1 advance towards Behemoth Fire Support 2 and once again open fire causing 3 hits, although they fail to wound.

Angry that Raider unit 1 raced past them Terrasaur unit 1 turns around and fires at the unit, killing 2 of their number. Marauder unit 2 is still unable to overcome its shaken status but still manages to advance onto the objective.

Realising that their time was growing short the Viridians put in a last ditched attempt to clear the objective. Behemoth Fire Support 1 fires upon Raider unit 3 and destroys a quad but it is not enough to bother the survivors.

In an attempt to relieve their comrades Salamander 1 launches a shot at Terrasaur unit but once again the shot sails wide. Following the mission parameters Behemoth Fire Support 2 also attempts to remove the Junker menace from the objective by firing at Raider unit 3 but to no avail.

Marauder unit 1 advances towards Terrasaur unit 1 in an attempt to rescue the Raiders now caught behind enemy lines. During this move they ensure they are also able to protect the objective.

The Viridians refuse to sit back and let the Junkers claim the objective, Terrasaur unit 2 rushes forward and clambers onto the objective right in front of Raider unit 3.

Raider unit 3 then opens up on Terrasaur unit 2 although they know they cannot destroy them all, unfortunately they do not kill any of the stinking beasts.

In a last ditched attempt to ensure the status of the objective Salamander 2 fires at Terrasaur unit 2 but once more the shot misses.

At the end of the turn the two sides rolled to see if the game continued but the Viridians rolled an 8, ending the game.



The Aftermath

With both Viridian and Junker units on the objective at the end of the game it was time to add up the total value of the troops. It was looking worrying at this point for the Junkers, as a virtually unscathed unit of Terrasaurs had made it on in the last turn, not a cheap unit by any stretch of the imagination.

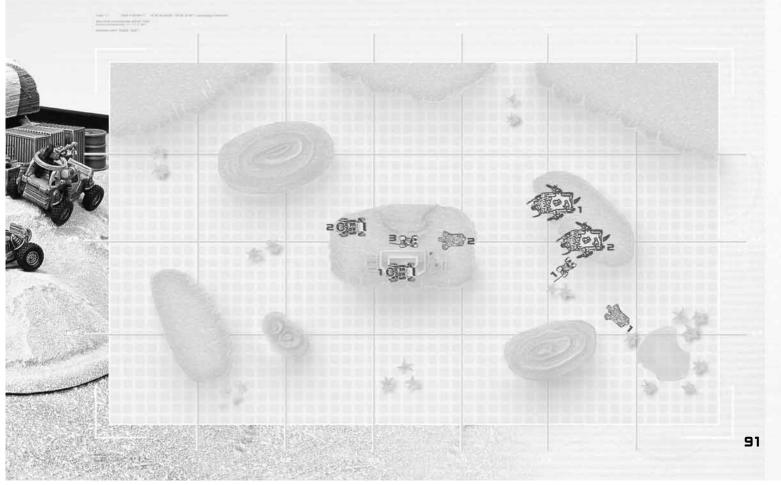
However, once the points were added up it was a Junkers Victory with 315 points compared to the Viridians 214 on the objective.

The assault on Tiddsek would not be over as quickly as the Viridian Assembly would have hoped for.

Not now Rufus, I'm not in the mood. Damn! How in the name of Viridia did that happen? One minute we're heading up to the supply station information, the next we're scattered all over the place! Well, we were told to find out what defence the Junkers had and I reckon we did. An effective one, boy are those vehicles of theirs fast!

Still, look on the bright side, we're back on the drop ships and heading up to our orbital. Maybe that'll be end of our little adventure here. Maybe I won't even have to come back to this dump... and maybe I can finally get a bloody drink!

The Terrasaurs make a final dash for the objective but fail to destroy the Junker Forces holding the bunker





Quick Reference Sheet

The Turn

Marker Phase	Remove all activation markers
Initiative	Both players roll D10 to see who starts
Activation	Phase Players take turns to activate units

Orders

Move

	does not end.
	The unit may make a rush move: Units turn end
Hold	The unit may hold position and react to threats:
	Units turn ends, otherwise move to shooting
	(a unit on hold can shoot at enemy units, that
	complete a move within short range, if a
	command check is passed. A unit on hold, or an
	inactivated unit, can counter-charge enemy
	units that have charged it, if a command check
	is passed).

Shoot The unit may shoot at enemy targets.

Units in base contact with enemy figures cannot

The unit may make a normal move: Units turn

shoot.

A unit must shoot at the nearest enemy target. The unit may assault an enemy unit: Units turn

ends.

Shooting Table

Assault

Model's SH	1	2	3	4	5	6	7	8	9	10
Score To Hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

Damage Table

Targets Toughness (T)

3-1-	1	2	3	4	5	6	7	8	9	10
1	6+				10					
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Range bands Table

CC	Base to base contact
01 (40' 1

Short	12 inches
Medium	24 inches
Long	36 inches
Extreme	48 inches

To Hit Modifiers

Modifier	Situation
-1	Shooting Unit Moved
-1	Size 1 Target
+1	Size 4-5 Target
+2	Size 6-7 Target
+3	Size 8-9 Target
-2	Speculative Shot

Close Combat Table

	Defende	ers Assau	ılt ((AS)	١
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2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

To Hit Modifiers

Modifier	Situation
-2	Unit is panicked
+1	Unit charged or counter-charged
+1	Using a weapon in each hand
+1	Defending cover
+2	Opponent is panicked

Combat Damage Table

Targets Toughness (T)

	_		110000	100						
	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Damage Modifiers

Modifier	Situation
+1	Using a weapon in each hand

Command Table

(not in Close Combat)

Model's CD 1	2	3	4	5	6	7	8	9	10
Score To Pass 9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

Morale Check Circumstances

Lost a Close Combat	Squads, Individuals
Lost 50% of members	Squads
(not in Close Combat)	
Lost 50% of Wound	Individuals

Rally Check Modifiers (use the worst)

-3	Enemy units within short range and LOS
-2	Enemy units within medium range and LOS
-1	Enemy units within long range and LOS

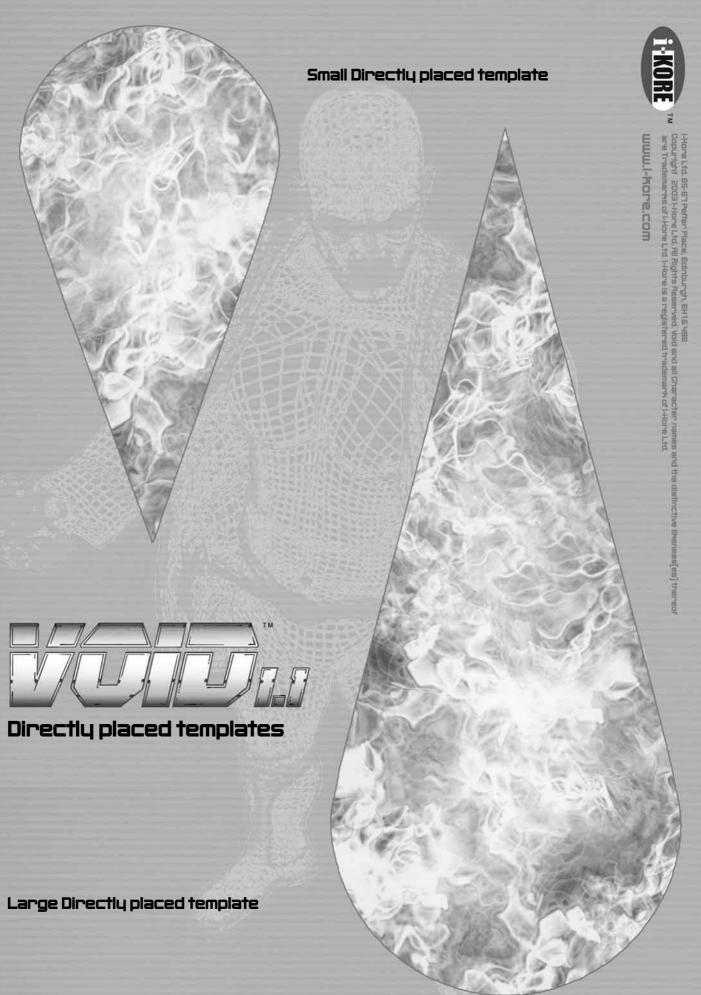


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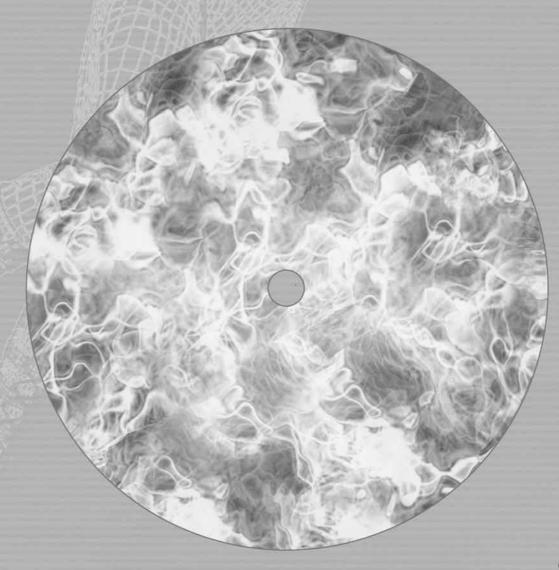




Small Ranged template

Ranged templates

Large Ranged template



Hors Ltd 85-87 Peter Place, Edinburgh, EN16 488

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Roster Sheet

	No. In Unit			Cost						
Weapons		RS	SH	ST	Т	W	CD	S2	MV	
Hit	CC Dam	Short Hit Dam	M it	ed Dam	Hi	Lon <u>c</u> † Da]	Ext Hit Da		
Notes										
No. In Unit Weapons RS			Cost SH ST T W CD S2 MV							
Hit	CC Dam	Short Hit Dam	M o	ed Dam					ım	
	Votes	CC Hit Dam Notes No Weapons	CC Short Hit Dam Hit Dam Notes No. In Unit Weapons RS	CC Short Mit Dam Hit Dam Hit Notes No. In Unit Weapons RS SH CC Short Mit Dam Hit D	CC Short Med Hit Dam Hit Dam Hit Dam Notes No. In Unit Weapons RS SH ST CC Short Med	CC Short Med Hit Dam Hit Dam Hit Dam Hi Notes No. In Unit Weapons RS SH ST T	CC Short Med Long Hit Dam Hit Dam Hit Da Notes No. In Unit Weapons RS SH ST T W	CC Short Med Long Hit Dam Hit Dam Hit Dam Notes No. In Unit C Weapons AS SH ST T W CD CC Short Med Long	CC Short Med Long Ext HIT Dam HIT Dam HIT Dam HIT Dam Notes No. In Unit Cost Weapons RS SH ST T W CD S2 CC Short Med Long Ext	















Void 1.1 is an exciting, fast paced miniature tabletop battle system designed for 2 or more players.

The game is set in a universe where the human homeworlds of Viridia, Ironglass and Prime battle for colonies in the farthest reaches of the galaxy. Meanwhile VASA, the policing body of panhumanic space, tries to keep in check the ambitions of these imperialistic homeworlds. However, the emergence of the alien Koralon brings a new threat, and what remains to be seen is whether humanity can put aside its petty rivalries to see off this menace, or become another victim of the aliens.

Evolution or Extinction: Colony Wars in a Galaxy on the edge of oblivion





The streamlined Void 1.1 game lets you dive straight into the action, no more hours spent just moving on the first turn. The rules for shooting and close combat are simple, fast and deadly,

Void 1.1's distinctive 'alternate unit' turn system keeps players focused and interested, there's no time hanging about waiting for your opponent to move all his troops! The turn system also allows you to easily play games with three, four, or more opposing forces, so you and your friends can all play together.

Detailed background on the Void and the Viridia

Detailed background on the Homeworlds, VASA

just watch the body count rise as rival forces engage.

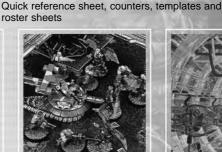
Solaris/Leviathan Binary systems

The Void 1.1 Game System 8 ready to play Scenarios Assault on Tiddsek Battle Report

In this 96 full colour rulebook you will find:

and the Koralon







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